

Caterpirate

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ETH Game Programming Lab 2010

Odysseus' Quest

Race to Ithaca

Playtest Report



Setup



- Major test session in the company two of us work in
 - About 15 people
 - Good mixture of novice and experienced players
- Some more testing with family and friends

Questionnaire



- How do you like the game idea?
- How do you feel about the pace of the game?
- How do you feel about steering?
- What part of the game made the most fun?
- What did you like least?
- General remarks.

Aggregated answers



- How do you like the game idea?
 - Funny, colorful, has potential, not aggressive
 - Needs some skills, rather little interaction
- How do you feel about the pace of the game?
 - Comfortable, not hectic, can be „dosed“ quite well
 - Rather slow, could become boring

Aggregated answers



- How do you feel about steering?
 - Lethargic, a bit slow and indirect, precise
 - Difficult with high speed, quite natural for a ship
- What part of the game made the most fun?
 - Water, different abilities (especially fly)
 - Diversified game play

Aggregated answers



- What did you like least?
 - Estimate location of ambrosia
 - Ship disappears from the screen sometimes
 - Losing!
- General remarks.
 - More collisions, fire off opponents
 - Use antic fonts

Interaction



- Interaction works quite well
 - Checkpoints are still main source of interaction
 - Other players can be tracked by their spumetrails
 - However depends on player skill
 - Abilities allow long range interaction
- New game mode „Master of the odyssea“
 - Collect as many checkpoints as possible
 - All players always aim for the same checkpoint

Changes to game play

- 3 difficulty levels
 - Easy: More direct steering, auto-sail
 - Medium: A bit more direct steering, hint for sail
 - High: Steering as before, hoist/strike sail manually



PLAYER 2

EASY



THE SAIL IS AUTOMATICALLY
HOIST AND STRUCK
DEPENDING ON THE WIND
DIRECTION.

MEDIUM



A HINT IS SHOWN ON THE
HEAD-UP DISPLAY TO HOIST
AND STRIKE THE SAIL.

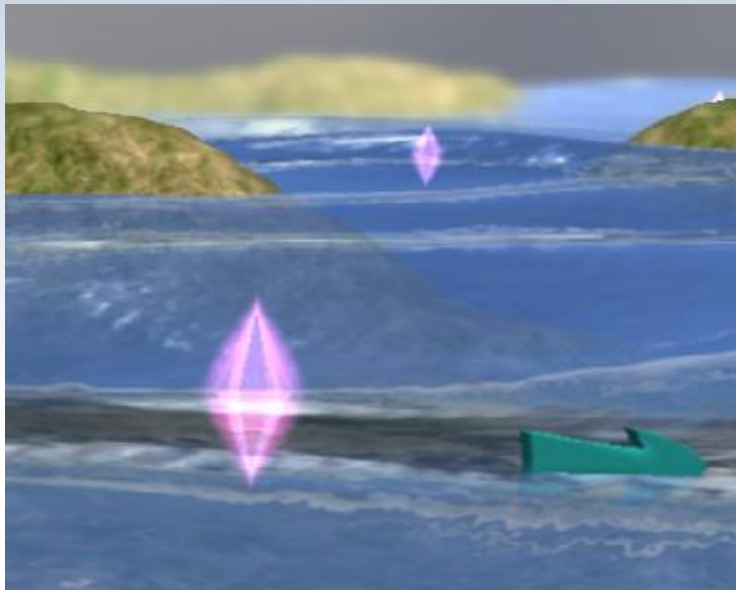
HARD



YOU HAVE TO MANUALLY
HOIST AND STRIKE THE SAIL.

Changes to user interface and scene

- Wind direction around mini-map
- Greek font
- Ambrosia and wind items floating on water



Changes to abilities

- Already quite balanced
- Poseidon too weak
 - Replace dive with super-steer
 - Wave can now flush enemies over the islands

