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TEAM 1

PLAYTESTING REPORT – MORPH MADNESS

Game Programming Lab 2011
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Questions

Menu

- How to start the game?
- How to change options?
- Are there possible improvements?

Marketplace

- How to buy materials / weapons / updates?
- What are the advantages of items?
- Are there possible improvements?

Gameplay

Graphic

- What does look nice?
- What does not look so nice?
- What improvement gives the HUD to the gameplay?
- Are there possible improvements?

Concept

- What is the goal?

Steering

- What is good regarding the control?
- What are possible improvements?

Battle

- What is good about the battle?
- Is there something disturbing?
- What are possible improvements?

Fun

- What makes fun?
- What is annoying?

Feedback

Menu

The overall impression of the menu is clear. The players were able to inform themselves about the controlling and to start the game with the correct number of players.

In the option menu some players were a bit confused about the effect of changing the setting.

The graphical appearance looks a bit functional and could perhaps be improved by additional graphical effects.

Marketplace

Most player had an idea how they can use the marketplace to improve their sphere. While the meaning of the weapons were clear to almost everybody, the sections for material and upgrades is a bit more confusing. Especially the sections for the upgrades were not really used because the effect was there not clear.

At the beginning the players were not aware of the asset. After buying the first item they understood the concept of money.

Gameplay

Graphic

The overall impression was very good. The player liked the explosions and that there was at every time some kind of action.

Players praise the change of the appearance when changing the material of the sphere. Also the random appearance of meteors looked very nice to them.

Some persons complained about the smoke when spheres are damaged. In this situation they were not able to see anything...

The arrangement of the information in the HUD made for most of the players sense. Especially the arrow indicating the position of the black hole and the small map representing the whole environment were a great benefit for the game play.

Sound

Most of the players liked the sound in general but the game seems to make a bit too much noise for some players, especially the acceleration sound for the sphere was quite annoying. Many players did not like the sound that is played when a sphere is destroyed.

Concept

The goal of the game was not that clear. If we let the players start without giving them any hints or recommendations they were not aware that the main goal is to catch the black hole. They rather fight against each other, which made a lot of fun to them, but of course this will never lead to a winner and to an end of the game.

It could happen that a player is able to collect a lot of money by killing his opponents. With the help of the earned money he is again much powerful. It would be harder and harder to beat this player.

Experienced players seem to have a clear advantage against players that do not know how to use different material or which weapons are effective.

Steering

The principle steering was for most of the players intuitive especially for the ones already knowing some games. Also the other players were able to steer the sphere after some attempts.

The enhanced steering with changing weapons, materials as well as jumping, shooting and changing the size was a bit confusing for most of the players because of the number of possible interactions. Some players were even not aware of the possibility of changing the material.

Furthermore some players had problem to pass the pipe since in case of a collision there is a confusing camera behavior happening.

Some player had the idea to jump from platform to platform instead to use connections. Since the sphere is not able to jump over such a distance, this didn't work.

Battle

The battle is awesome and is one of the major fun parts. The players liked that at each point in time action is going on.

Some players complained that they are running out of ammunition after a short time.

Fun

To conclude we can say that most of the players liked the game although the steering was a bit confusing because of the number of opportunities to interact with sphere.

Most players just use a part of the steering possibilities and had fun with this restriction. While the shooting makes the game play much faster and much more interesting it also makes the whole game play a bit more complicated.