Survival of the
CARROT PEOPLE

Playtesting

Playtesting

Test group

We organized three playtesting sessions. Two with Lukas' and Ivo's family and friends, and one with our friends from the ETH. So all in all we were able to recruit 8 playtester, who played and commented the game and answered the questions.

Questions and Answers

What did you like about the game?
One person liked the design of the first level (spring).
Some testers liked the growing and rotating trees.

What did you not like about the game?
Some testers didn't like, that there is just one type of tree.
Another player wished for nicer graphics and animated monsters.
That all levels are available from the beginning.

Was there anything you found frustrating?
Camera movement not possible.

Was the objective of the game clear?
Most of the testers were already familiar with Tower Defense games, and therefore the objective was clear.
The other testers, who never played a Tower Defense game before, quickly realised that they had to kill all monsters.

Was it clear how to control the game?
How to control the camera was clear to all testers, but some testers wished to be able to rotate and zoom the camera.
Without looking into the help, almost none of the tester were able break of a branch and plant a new tree. And even after reading the help, some had problems with planting new trees, because there is no visual feedback. And one player tried to drag and drop the branches.

Are the levels too hard or too easy?
Most of the players thought the levels are too easy.

How do you like the idea of breaking of branches, instead of buying towers?
Most of the tester thought it was an interesting idea and cool that it isn't just another normal Tower Defense game.

If you could change one thing about the game, what would that be?
- Add health bar to enemies

- Improve controls
- Pause and fast forward button

Feature wishes:
- *Camera*
  - *Zoom*
  - *Turn camera*
  - *Camera navigation with mouse / touch*
- *Usability*
  - *Drag'n'drop for tree placement*
  - *Show when tree is ready to split*
- *Flow*
  - *Pause game (to place trees)*
  - *Accelerate game*
- *Game*
  - *Make it harder (it's too easy, "can I lose the game?")*
  - *Chose enemy which is shot ("How can I chose which bug is shot?")*
- *Rules*
  - *Place tree on track ("Why can I place trees on the path?")*
  - *Transparent tree damage amount ("Does the damage per tower increase?")*
  - *Transparent enemy health ("How many times do I have to shoot this enemy until it dies!?")*
  - *Good: range of the trees visible*
  - *Special ability ("Can I stop a tree from growing, to generate special attack/ability?")*
  - *Display remaining lives ("How many lives do I have left? How can I loose the game?")*
  - *Display remaining enemies ("When do I win the game?", "Oh, I've won the game!")*
- *Graphics*
  - *Fall: camouflaged trees → different colors*
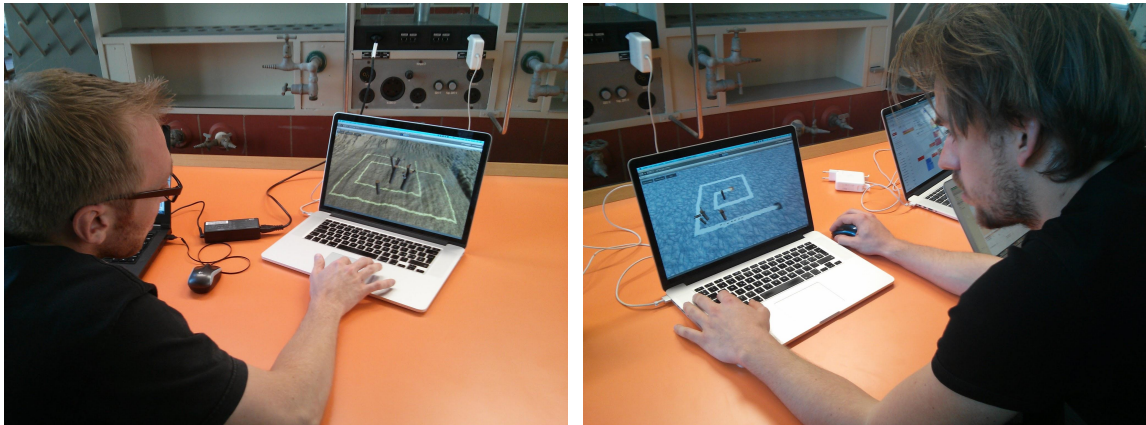
Playtesting session in the Chemielab

Conclusion

It was a fun experience to organize playtesting sessions, and it was cool to watch other people than us playing our game. We got some good feedbacks, but we were already aware of most things that the playtesters struggled with / feedback that they provided.

We now try to implement as many user suggestions as possible. Unfortunately, due to the time constraints, we will not be able to implement everything. Therefore, we focus on the following things (ordered by priority, most important features first, but it will probably not be possible to implement all of them):

- Display # remaining lives
- Camera touch navigation
- Zoom in camera
- Turn camera
- Display # remaining waves
- Pause game
- Accelerate game
- Lock Levels
- Show help when first time played
- Special spells