Have you ever seen perfectly shaped food not ever going bad ?
Have you ever wished that you could do something about it ?
Now is your chance! Pick your bacteria type and decay that food!
But be careful, other bacteria will try to sabotage you.
**Battle for the right to decay the food in your own way!**

**Team 4**
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# Playtest report

## Setup

We organized 2 playtesting sessions and tested some changes between the first and the second one.

In the first session, we just tested the alpha release version. We had 5 testers, some of them usually play video games, and some of them don't. At first, we just explained the plot of the game and let them play without any further explanations regarding the controllers or the possible actions. Slowly, they discovered the mechanics of the game and what are the best strategies to win. With this, we realized what is obvious and what is not, and what could be improved to make it more intuitive. According to their suggestions, we made some changes in the game to be tested in the next session.



In the second session, both the alpha release version and the upgraded version were tested. The matches were with 3 players against each other and sometimes against the AI as well. The game was tested with 6 people, 2 of which don't usually play games.

# Changes after the first playtesting session

| Comments | Changes on game |
|---|---|
| *When can I explode?*<br>*Do I steal his resources when I dash at him?* | Make preview always on.<br>Stealing is obvious with the preview. |
| *I am risking too much when exploding...*<br>*I want a bigger reward! Matches are too long :(* | Make the radius of explosion bigger.<br>With this, matches end faster. |
| *I always get killed... the penalization is too high!*<br>*I have to wait a lot and I'm getting bored...* | Reduce penalization when being killed. |
| *I want to steal more peaches when dashing!* | Steal 75% of other's resources instead of 25%. |

# Feedback

In general, the game was perceived as fun and competitive. The second version was more successful than the first.

How would you rank the game? (1-Boring, 5-Very fun!) (13 responses)
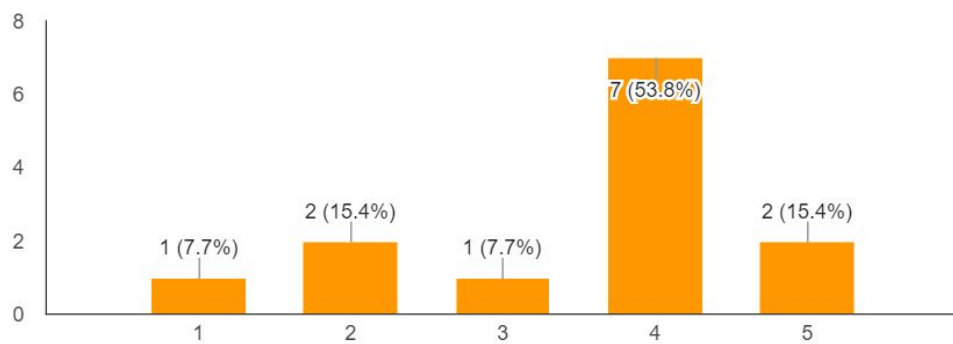
## 1. Game length and balancing

The alpha version of the game was perceived as being too long. The players felt like they needed to gather too many resources for only small increases in the explosion radius. The second version of the game improved on that and matched the testers' expectations.

Currently, the game ends when no other player can overtake the player that conquered the largest surface. We noticed that there are cases in which only small patches of surface remain untouched and the game becomes slow and tedious. This tends to happen a lot less with the second version of the game, but the match ending condition still needs to be iterated upon.

In the new version matches are way shorter. This is because players steal more resources from each other and the explosions cover more area of the map. This makes the game funnier to play and makes the players want to play again. Finishing a round on the first version took too long.

## 2. Controls

The controls were easy to understand and comfortable to use for the testers. The explosion preview button was rarely used, because the players aimed for explosions without necessarily thinking about the area that they are able to cover. However, the "always on" preview from the second version received a lot of good feedback and was found very useful. Having enabled the preview all the time enables the players to understand when they can and can't explode. In the first session, players were not told what actions were possible on the game, and this preview would have cleared everything a bit more. Seeing the area around you suggests that you can do something with it, and the more peaches you eat, the bigger it grows.

## 3. Dashing

This skill has proved to be fun, making the game extremely competitive. It led to players chasing one-another and tense fights. However, some testers found it to be a bit too strong. They thought that the distance covered with only a little amount of charging was too big.

Another suggestion that we got was to mark the dashing state, so that the player knows whether the movement is due to dashing or inertia. It happened several times, that players were confused because while dashing, they reached other players, but they did not kill them. This happened because when reaching the other player the dashing effect had finished, but they were not aware of it.

Some players used the dashing effect to move around the screen. They did not press and then release after a while. Instead, they just pressed the dash button very shortly and several times. With this, they did not charge the dashing bar, but they moved around the screen at similar speed as they would move without dashing. With this, they were

immune to any attack, and they were able to kill any other player by just touching him. We will introduce some kind of limitation for using the dashing effect, as clearly this is not how we want players to use the power of dashing. Also, we will tune the dashing parameters to make it more easy to use.

We also changed the amount of resources stolen between players from the first version to the second version. This proved to be more fun. Having the preview enabled all the time makes the stealing more intuitive. When dashing the other player, you clearly observe that part of the area on his preview has been transferred to yours. Before adding this, we were asked many times if you stole the other's resources with the dashing. Now is shown clearly.

## 4. Explosions

The combination between the waiting time for explosion and the dashing skill proved to be the key element of the game and the main source of fun. People found it stimulating and challenging in a good way.

In the second version, we changed the radius of explosion to be bigger for less amount of eaten resources. This proved to make the game faster and more fun to play. As the waiting for the explosion creates tension, having more conquered area with the new radius seems to be more rewarding for the players and less frustrating. Also, this makes the matches shorter, which was a big issue on the first session.