Game Programming Lab 2016

Dance with the Cooks

Goran Saric, Christian Schmidhalter, Stefan Blumer, Pius von Däniken
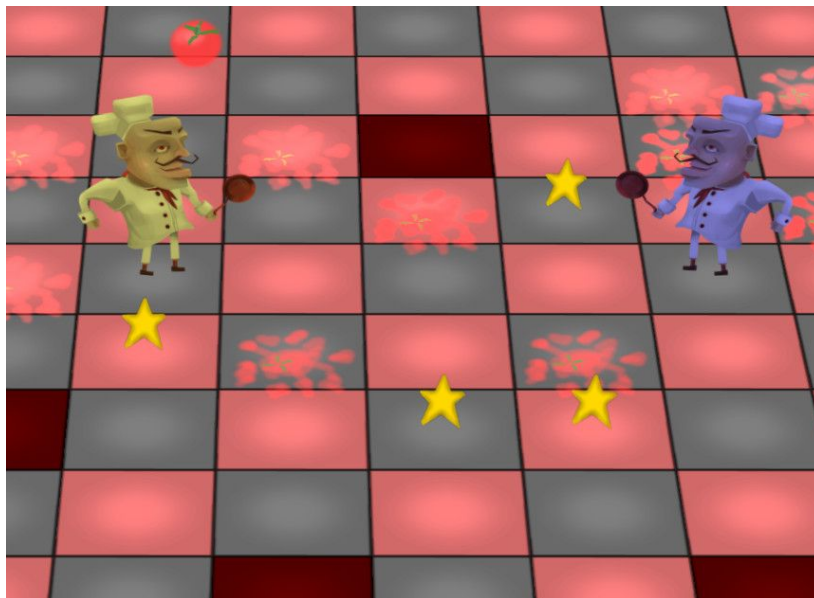
Playtest Chapter:

Changes:

Movement:

After some Feedback of the Alpha-Release, we decided to make the game more fast-paced by giving the player the ability to move without having to turn to the new direction before. This change improved the flow of the game and makes the controls much more intuitive.

Tomatoes:

We finally added a new game element. Tomatoes are thrown from of the playing field on to the stage. If a player is hit, he will drop one star and be knocked back. The target tiles are signified by changes in the tile color.

Testing:

Set-up:

We tested our game at a party. Seven people participated in our tests. There were male, female, experienced gamers and non-gamers. Participants played about three rounds. After playing they were asked about their experiences.

Results:

Controls: With our original setup of using the D-Pad for moving, we received bad feedback caused by the bad hardware. So we changed movement to the A B X Y buttons. Now we got mixed feedback. One participant felt, moving with the right hand wasn't intuitive. As most users had no complaints, we will probably keep it the way it is now.

Visual Feedback:
- Tomato hits weren't signaled early enough. We changed that between tests and we received positive feedback about the change.
- Tomato splatters were misleading. We plan to change that effect.

Audio: One user thought, the music was strange. Of course we can't reach the quality of human composed music and most users didn't know it was generated.

Occlusion of objects: Occlusion of objects by objects on the same y-axis. We will address this by rotating the camera a little.

Observations:

We perceived the reactions of the participants as mostly positive. Most participants were moving some part of their bodies to the beat of the music. The game turns out to have a very steep learning curve. Most players managed the controls within the first game.