

SEA BLAST

The image is a vertical rectangular frame depicting an underwater scene. At the top, a bright light source, likely the sun, creates a strong lens flare and illuminates the water. The water is a deep, murky blue-green. In the center, a large, rusted metal structure, possibly part of a shipwreck, is visible. The structure has several long, thin, parallel metal beams extending downwards. The title 'SEA BLAST' is superimposed over the center of the image in a large, bold, yellow-green font with a weathered, metallic texture. The letters are slightly shadowed, giving them a three-dimensional appearance as if they are floating or attached to the scene. The overall atmosphere is mysterious and dramatic.

Playtesting

- ETH students
- 2 sessions with 4 people each
- Control practice
- Multiplayer
- Singleplayer
- Questionnaire



Questionnaire results I

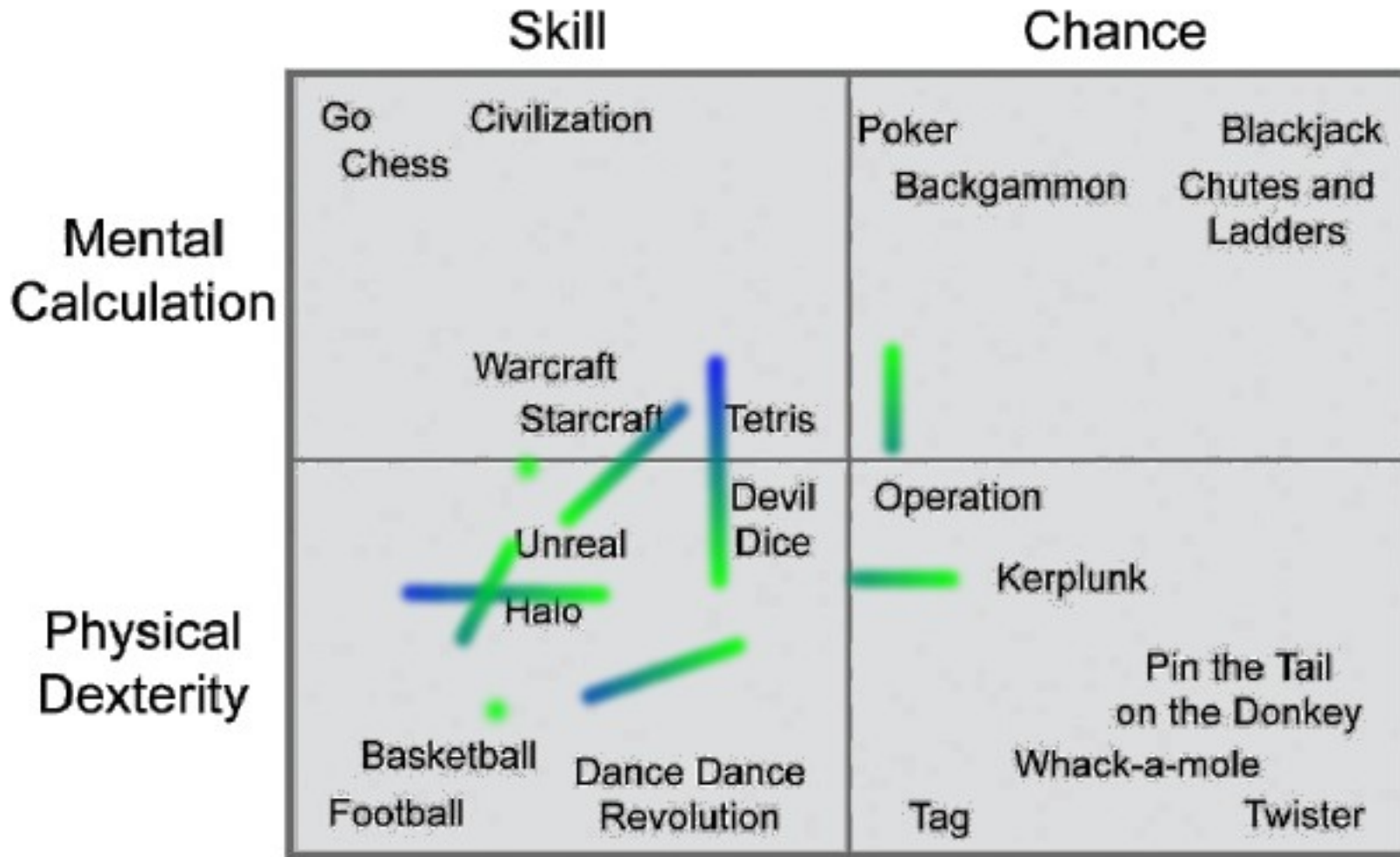
- Good impression / Fun game
- Good controls
- Problems:
 - Single player difficulty
 - Ship balancing
 - Wait time in multiplayer
 - Menu usability



Questionnaire results II

- What was missing:
 - Power ups
 - Speed boost
 - More multiplayer modes: e.g Team mode

Questionnaire results III





Conclusion

- Game is overall good and fun
- Adaptations to
 - Difficulty / balancing
 - Menus
- Try deathmatch / team deathmatch mode

