

Caviators

A game by Arbitrary Team Name Productions

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Training the Rookies



Playtesting Session

- During “game night” in the MI-Building at a public table
- One Person / Group Playing at a time
 - Playing for **5 - 15 min**
 - Answering our questionnaire afterwards (without supervision)
- 1-2 Developers spectating the session, taking notes
- Bribes: Sweets

Participants

- Friends
- Students (All from IT Sector)

We chose the time and location to have **more participants**.



Results

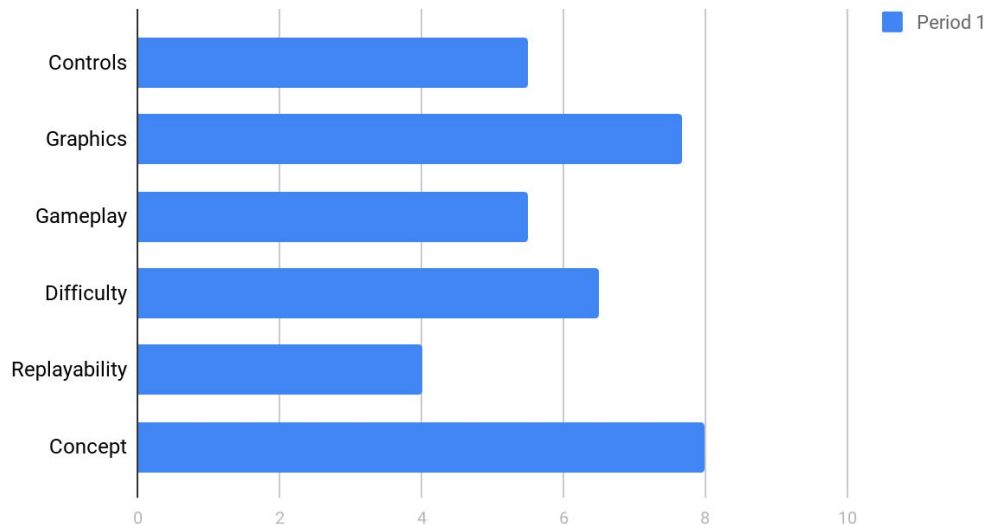
Questionnaire

- Art style attractive
- Controls confusing

Observations

- Introduction integral
- Progression not present

Points scored (Averaged)



Gems

Playtester Feedback

- “Too long for Flappy Bird, too short for something more.”

Observation

- using 1 glider per person cures cancer.



Changes

Planned

- Introduction using **single** Glider
- Enhanced **Two-Player** Support
- Expand Upgrade System

Implemented

- Visual Improvements



**Uughs rho
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