

Shadow Walker: The Umbra Project

TUM - COMPUTER GAMES LABORATORY SUMMER TERM 2018

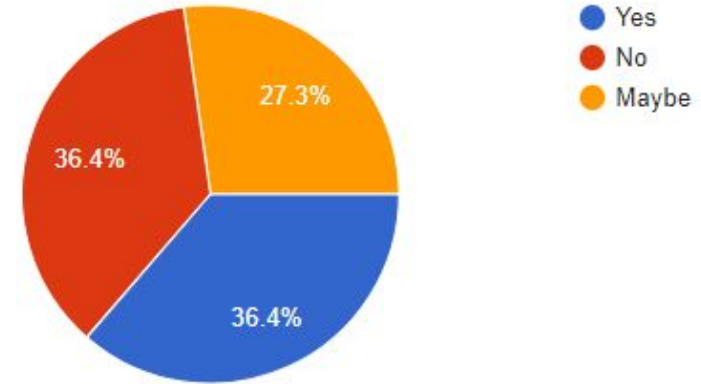
Patrick Härtl, Julian Dräger and Jennifer Tipecska



Game Specific Questions

Was the game's goal clear to you?

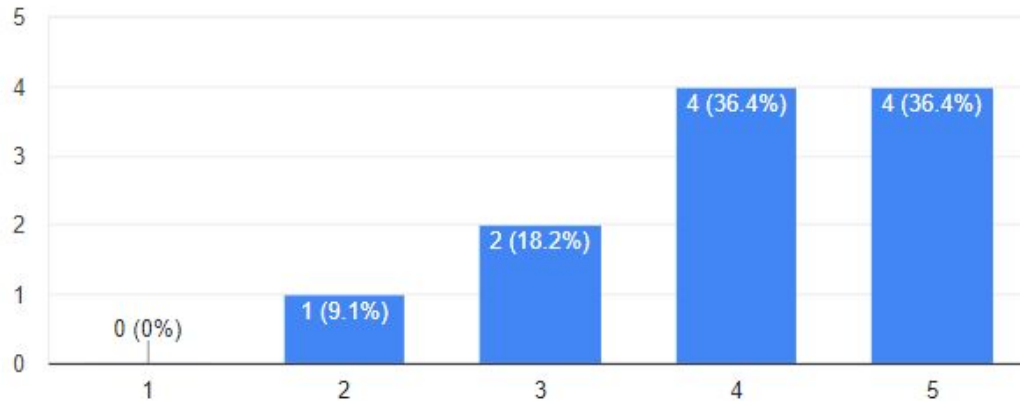
11 responses



Patrick Härtl - Julian Dräger - Jennifer Tipecska

Did you enjoy the game?

11 responses

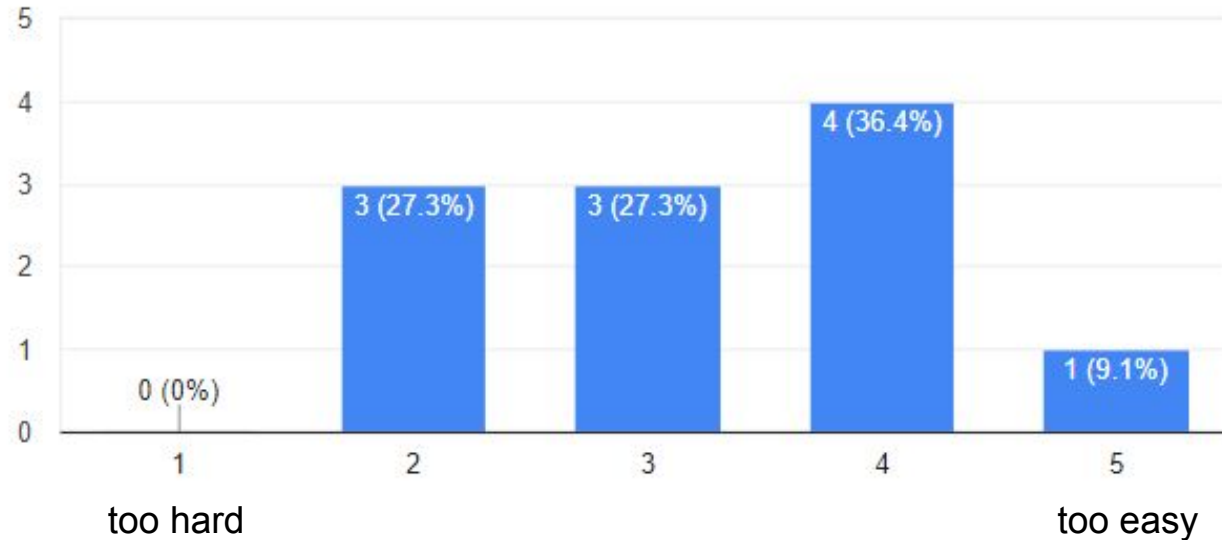


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Game Specific Questions

How would you rate the difficulty level of the puzzles?

11 responses

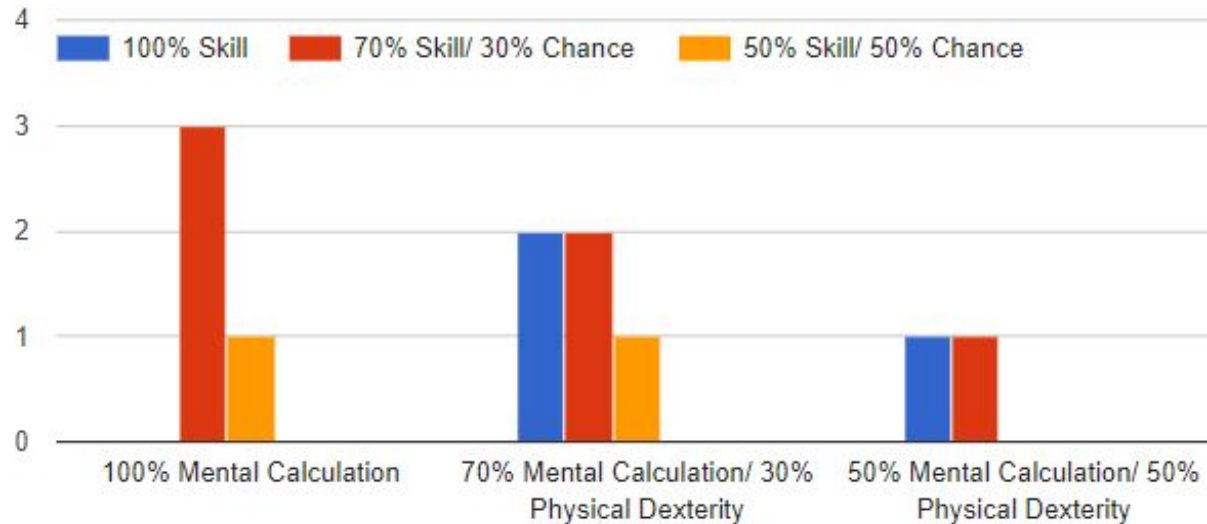


Game Specific Questions

	Skill	Chance
Mental Calculation	Go Chess  Civilization  Warcraft Starcraft Tetris	Poker Backgammon Blackjack Chutes and Ladders
Physical Dexterity	Unreal Halo Basketball Football Dance Dance Revolution	Devil Dice Operation Kerplunk Pin the Tail on the Donkey Whack-a-mole Tag Twister

Game Specific Questions

How would you categorize the game as seen in the picture below. (Only tick one option)



Feedback

- Lots of Minor Bugs
- Not as intuitive at first
- Hints could be placed better, and buttons displayed bigger
- Character Movement is too slow
- Goal/ Mission sometimes unclear

Changes to our Game

- Fixing all Bugs and create working build
- Making the game more intuitive (e.g. Hints for Controller and Keyboard, Button mapping in Menu, HUD current goal)
- Better utilize the hints
- Create more playtime content