

CHUOS

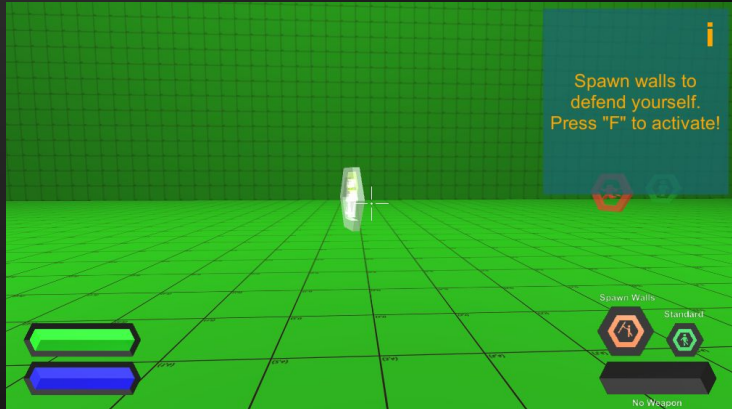
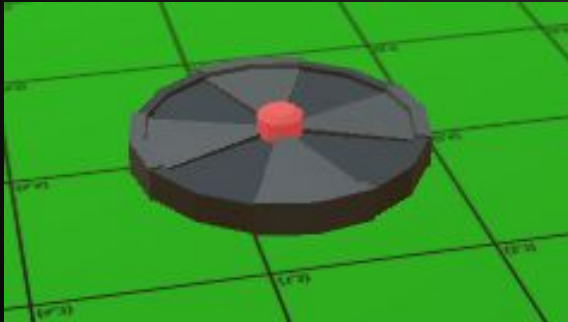
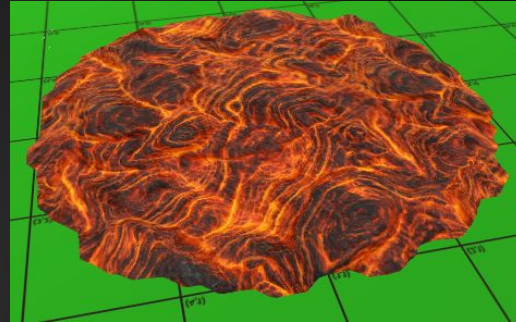
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ARENA

*Florian Bayer, Muhammad Inshal Uddin and Georg Kohl*

# Changes for the Playtesting

- Add mines
- Show info panel
- Improve lava puddle visuals
- Include matchmaking system



# Playtesting Session Details

- Main Session

- In the TUM GamesLab room
- Groups of four testers
- 4 sessions in total
- Primarily computer science students
- 1-3 playthroughs each

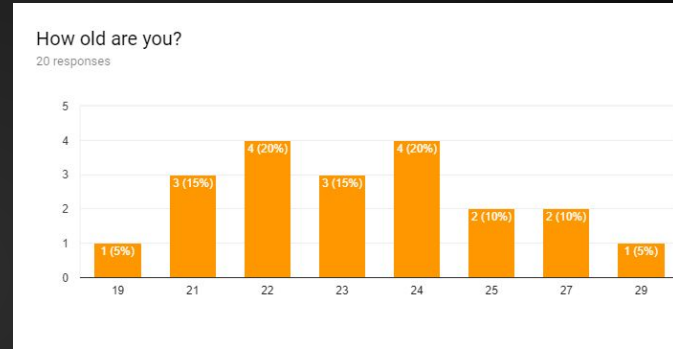
- Private Session

- At Home
- Group of four testers
- Varied backgrounds
- 4 playthroughs total

# Questionnaire

# Our Playtesters

- Age 19 to 29
- 20 Playtesters
  - 9 Informatics Students
  - 4 Games Engineering Students
  - 4 Mathematics Students
  - 2 Musicians
  - 1 Civil Engineering Student



# Gameplay - First Impressions

Very fun. Fast and unforgiving

First a little bit confused, but quickly catching on. Nice artistic simple look.

simplistic, UT-like

Nice game design

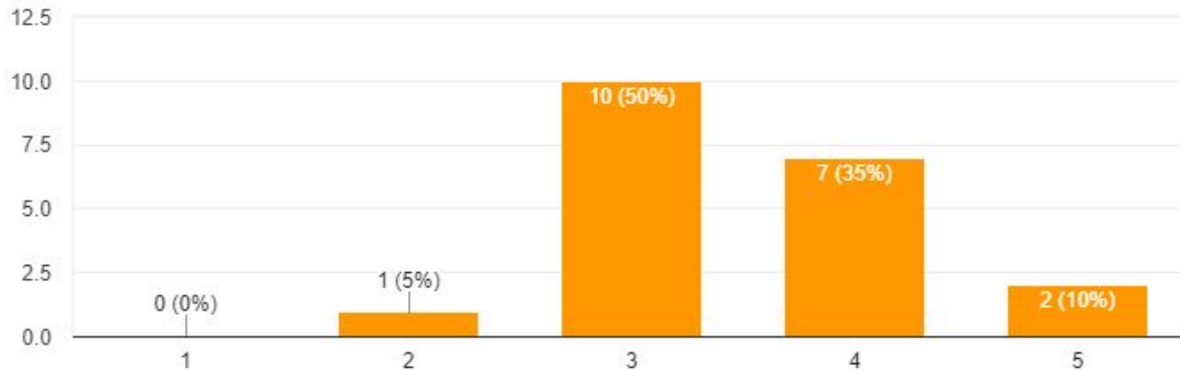
Nice, but somewhat dated look.

It looks like an old cool retro shooter

# Gameplay - Controls

Please rate how the controls felt.

20 responses

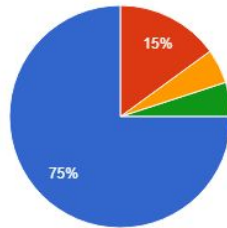


[1 = sluggish and 5 = responsive]

# Gameplay - Understanding the Game

Did you understand the objective of the game?

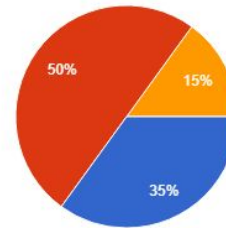
20 responses



- Yes
- No
- sometimes
- Less obvious on some maps.. Should be a loading screen with some hints to what people should expect before the level starts

Were you able to understand how each arena works?

20 responses



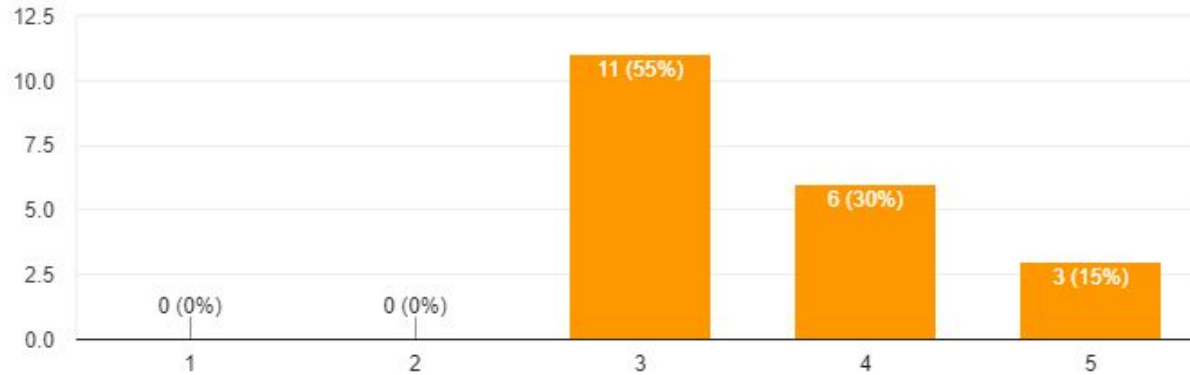
- Yes
- Most of the time
- Some of the time
- No



# Gameplay - Pace

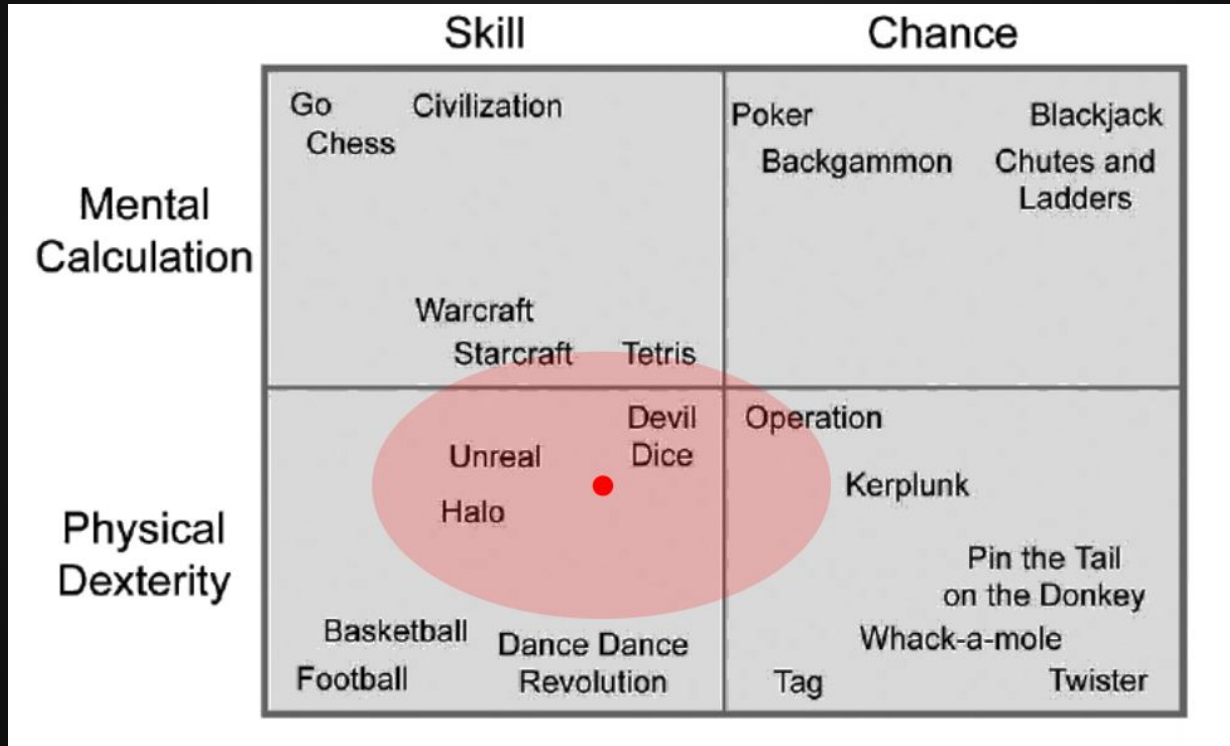
Please rate the pace of the game.

20 responses



[1 = too slow and 5 = too fast]

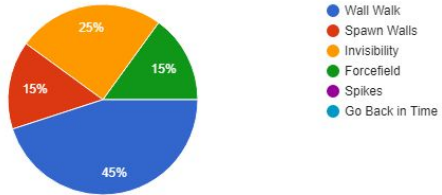
# Gameplay - Play Matrix



# Abilities

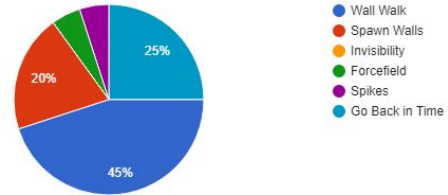
Which ability did you like the most?

20 responses



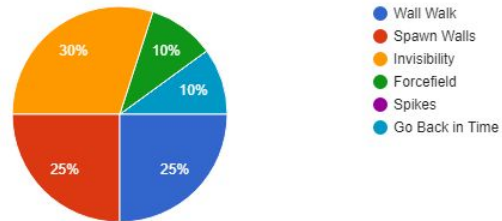
Which ability did you like the least?

20 responses



Which ability did you feel was unbalanced (too powerful or weak)?

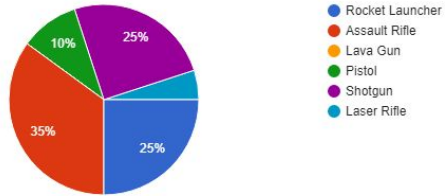
20 responses



# Weapons

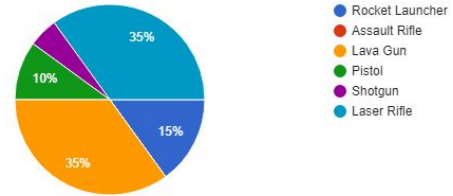
Which weapon did you like the most?

20 responses



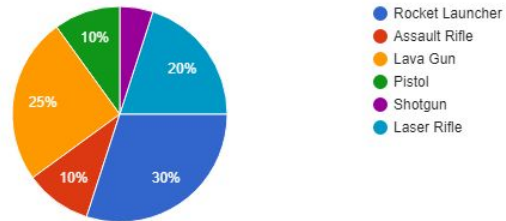
Which weapon did you like the least?

20 responses



Which weapon did you feel was unbalanced (too powerful or weak)?

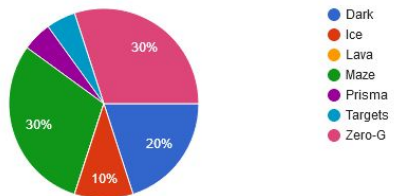
20 responses



# Arenas

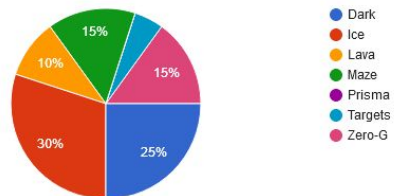
Which arena did you like the most?

20 responses



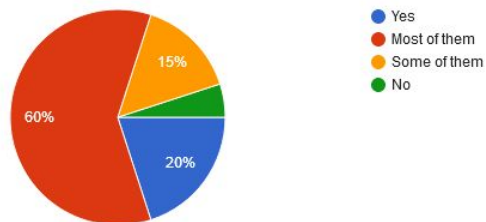
Which arena did you like the least?

20 responses



Were the arenas fair according to you?

20 responses



# Arenas - “Gems”

- Zero G
- Maze
- Ice

It was funny to move around by shooting.

Awesome idea for movement

The laberynth ws exciting

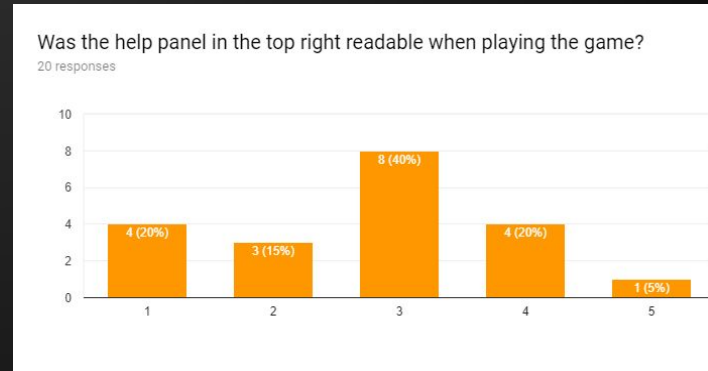
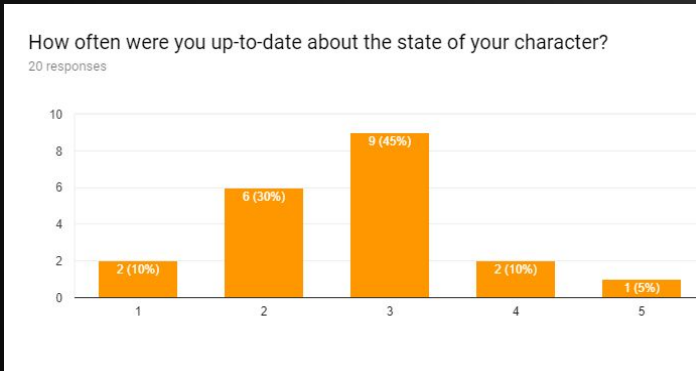
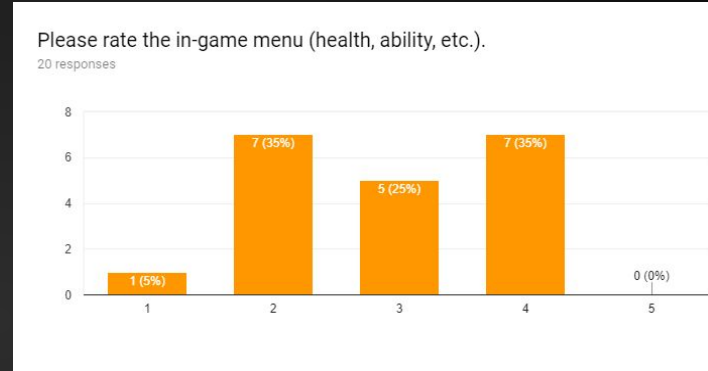
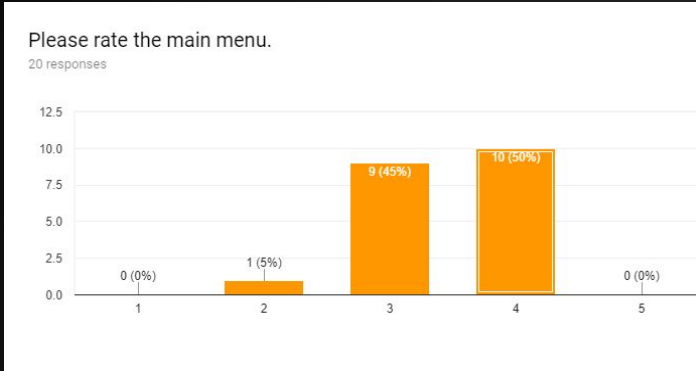
Too slidery, you die immidiately

start from being less slippery to more slippery when a person just start walkig

Too slipary

People don't fight on this.. they try to survive the fall.. a totally different game xD

# User Interface

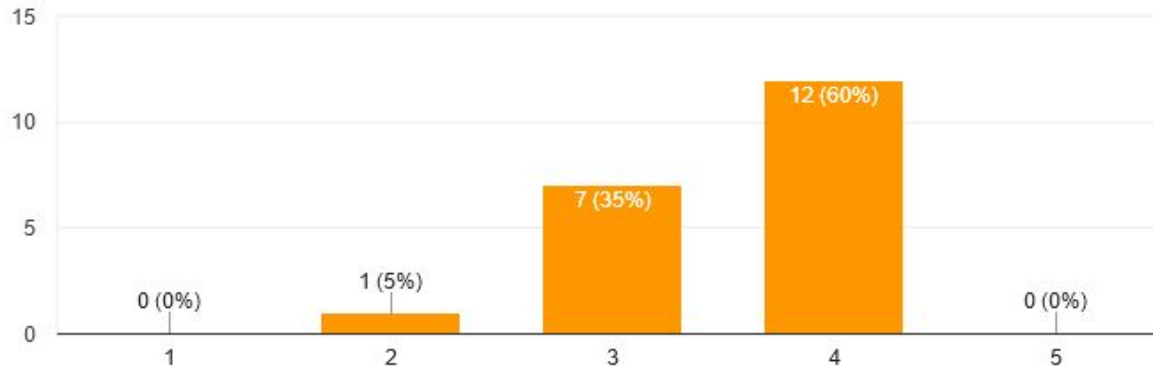


[w.l.o.g 1 = really bad and 5 = really good]

# Ending Remarks

Please rate your overall experience of the game.

20 responses



[1 = really bad and 5 = really good]



# Ending Remarks - “Gems”

What change would improve the game the most?

me wining more often

What aspect of the game did you dislike the most?

i lost every time

# Changes - Achievable for Final Release

1. Improve user interface
2. Weapon balancing
3. Ability balancing
4. Level design
5. Reduce the game's pace
6. Tutorial
7. Fix known bugs

# Changes - Postponed for Later

1. Overheat mechanic for weapons
2. Visual or aural feedback for damage
3. Alter interactions with pickups
4. Improve player movement
5. More game settings
6. Death camera
7. Lots of other changes...

# Thank you for your attention!

Any Questions?



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