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3D Game Design

Noroff Stavanger 2016

Playtest Document

Game Design – Module 2 (GAD03)

Playtest #1:

Subject:

A fellow student

Feedback:

- Add different objects
- Fix shaky/jagged shadows
- Add a progress bar
- Make the streets endless (like Crossy Road and Temple Run)

Conclusion:

My plan was to add more objects from the start, with this feedback from a fellow student I knew I had to add this. He noticed some of my shadows were a bit "off" so I fixed this later. It would be a cool idea to add a progress bar but decided not to. If I were to further develop this game, making the road endless (by adding sections) would be a cool idea.

Playtest #2:

Subject:

Ruth Adele

Feedback:

- Found the game a bit too difficult with the controls at first, but got more used to it after a while.
- Add slime monsters
- Make a better indicator
- Have roads going in different directions like a neighbourhood
- Character as a garbage truck
- Different sized objects that fall
- Different objects (flower pots, piano for example)

Conclusion:

I noticed that this game has a learning curve which is a good thing. The controls might feel a bit awkward at first (especially on computer where people are used to W-A-S-D and not move with cursor) but it seems like players get used to them after a while. The Idea of roads going in different directions like a real neighbourhood is a very good Idea but sadly it got too advanced for this assignment, could be possible of course. I like the idea of having the main "character" as a garbage truck but decided to drop that for now. Ruth also mentioned having different objects falling, what she also said was that I should have different sizes of these objects, I wanted to do this but ran out of time, sadly.

Playtest #3:

Subject:

Teacher (Jani)

Feedback:

- Drop the slimes coming out of holes in the ground and have falling objects only
- Add piano, anvil and flower pots
- Work on the indicator of falling objects, make it more clear, maybe remove shadows?

Conclusion:

I decided to keep the slimes since it took a bit of effort to make them, I could remove them if the game got too difficult. Very good Idea to add these three objects for variation in the game, I ended up implementing this into the final prototype. For the indicator, I decided to remove the shadows and add a red spotlight underneath the objects so it's clear where they are supposed to fall, the game would be too difficult without this, so great feedback.