Milestone 4

Heaven or Hell

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Progress overview

We performed testing in 3 groups with 5 rounds each group, and tested additionally by ourselves.

We do some changes between each 2 groups.

Progress overview

- Changes between 1st and 2nd groups
  - Rebalance - feedback: Reaper hard to attack soul
    - faster moving
    - lower cooldown
    - bigger collider size
    - red attack point in UI
  - UX
    - Add BGM in lobby and game

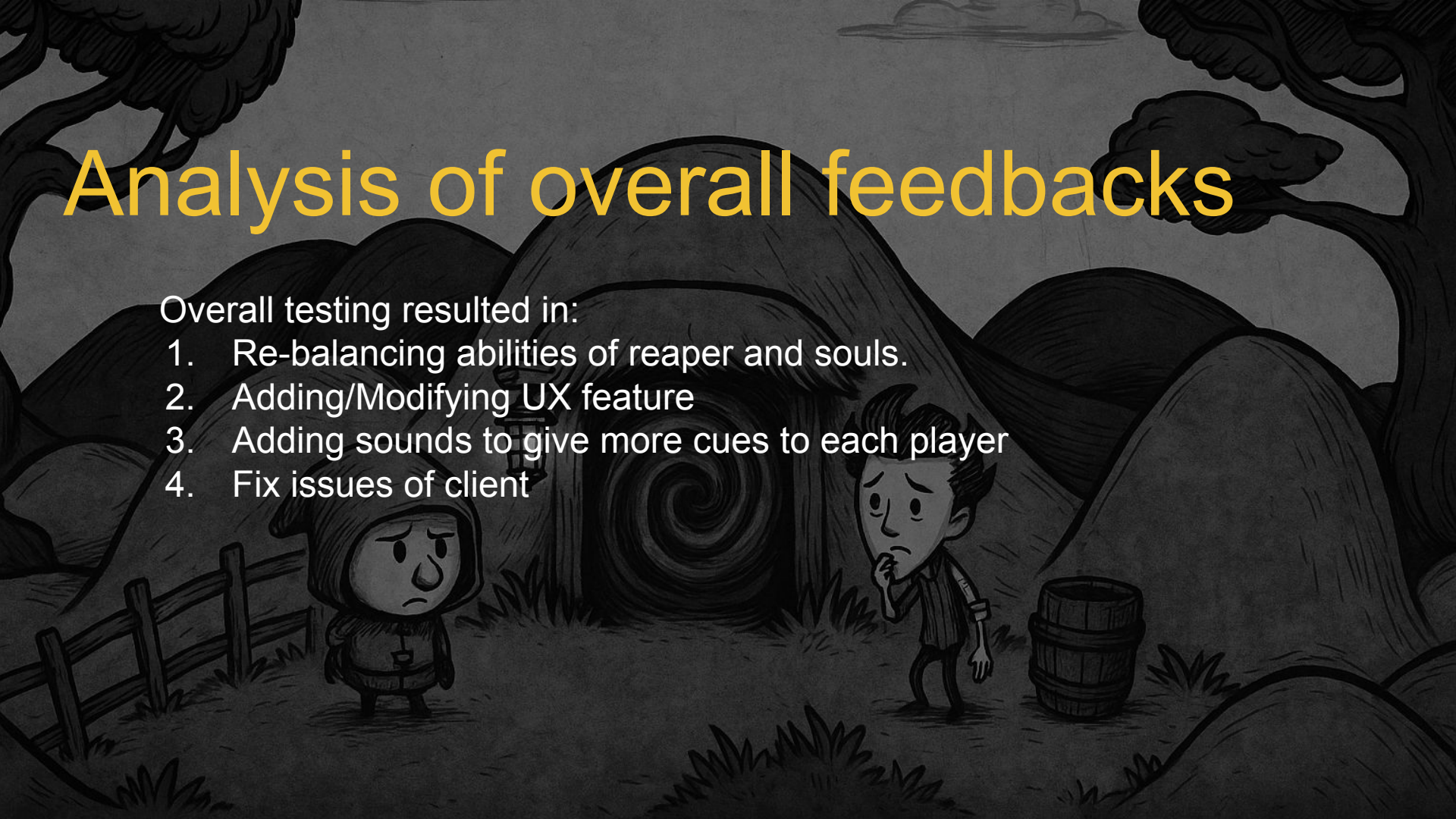
Progress overview

- Changes between 2nd and 3rd groups
  - Rebalance - feedback: Reaper hard to find souls
    - soul footsteps
    - stress music triggers when Soul and Reaper close
  - UX Improvement - feedback: Less control feeling
    - (Tip: we have add dash of soul before 1st testing)
    - AX attack SFX of reaper
    - Hit SFX of soul
    - VFX of dash (ghosting)

Overall feedback

1. Surprisingly happy to play with friends
2. Annoying: you have to restart the client after every game.
3. Some of chat message should hide for reaper (e.g. The gate at bottom is the hell gate.)
4. Cannot know the color of hell gate before see it in game.
5. The new change of attack pointer after 1st test looks not really helpful, so the attack of reaper still need to be improved.

room: 1035
Player 2
Soul
Detective
You
Reaper
Player 3
Soul Dog
Player 4
Soul
Psycholo
gist
Ready?



Analysis of overall feedbacks

Overall testing resulted in:

1. Re-balancing abilities of reaper and souls.
2. Adding/Modifying UX feature
3. Adding sounds to give more cues to each player
4. Fix issues of client

Possible last changes & addons

Fix:

- No need to restart client after each game

Rebalance:

- Size/Shape of collider of reaper
- Higher CD of souls' dash
- Let reaper can see the type of gate

UX:

- Decision pending: Minimap stay on the map
- Small adjustment in hell minigame and altar minigame

Possible last changes & addons

Tutorial:

- Add picture of hell gate in tutorial. (We have added a simple text tutorial in the menu)

Addons:

- In-game chat for souls for some secret information
- VFX or ability of reaper

Thank you!