

A large, complex mechanical structure, possibly a piece of industrial machinery or a robot, is the central focus. It features a prominent glowing circular light with a grid pattern in the center. The structure is dark and metallic, with various pipes, joints, and components. The background is a dark, industrial interior with a curved ceiling and some structural elements. The overall lighting is dim, with the primary light source being the glowing circle.

Playtesting

Team Rastermotte

Pre-testing changes

- overall polish
- main menu and preliminary station sprite

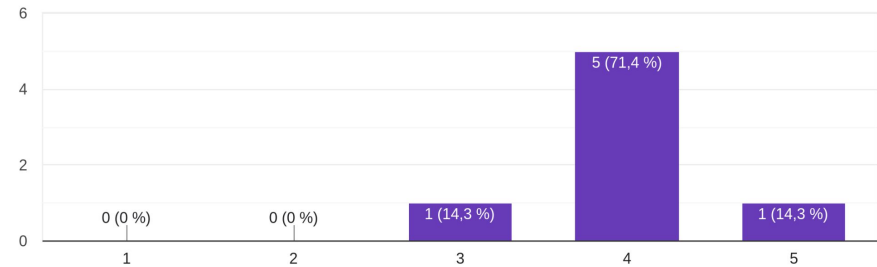


Playtesting 1 evaluations

- 7 participants
- tutorial rather underwhelming
- uncertainty what could be interacted with
- more variety needed
- positive: art, sound effects and gameplay loop

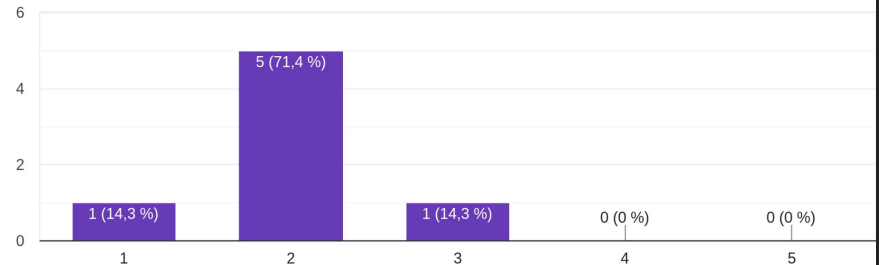
How much fun was the game compared to other games you play?

7 Antworten



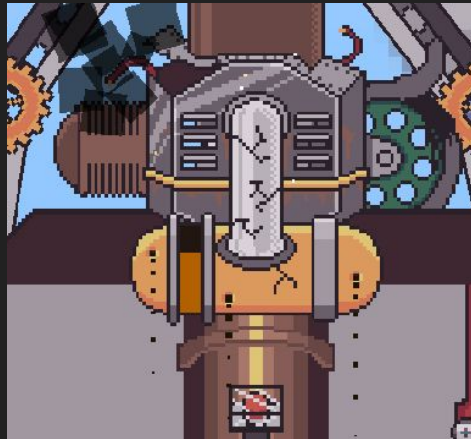
How well did the tutorial prepare you for the game?

7 Antworten



Changes between playtests

- visual indicators
- refined fueling



Changes between playtests

- tutorial gifs that pause the game
- rocket enemies

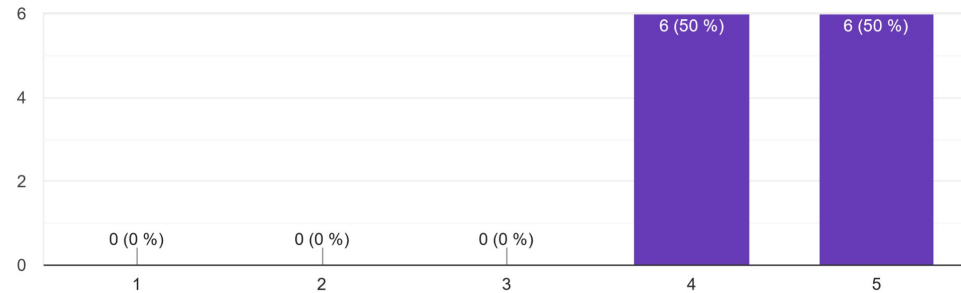


Playtesting 2 evaluation

- 12 participants
- new tutorial promising
- interactables were clearer
- new enemy challenging
- still very positive reception

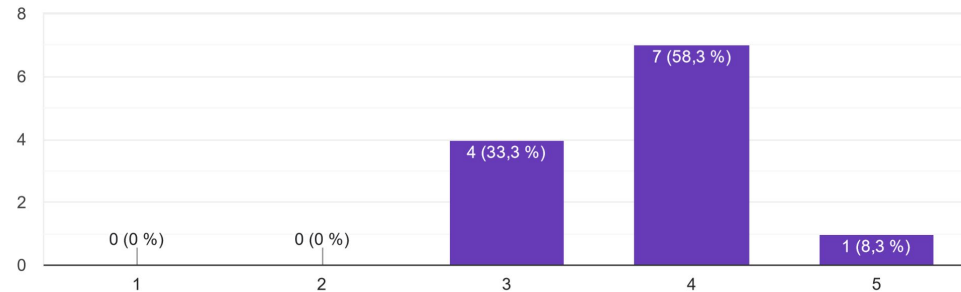
How much fun did you have?

12 Antworten



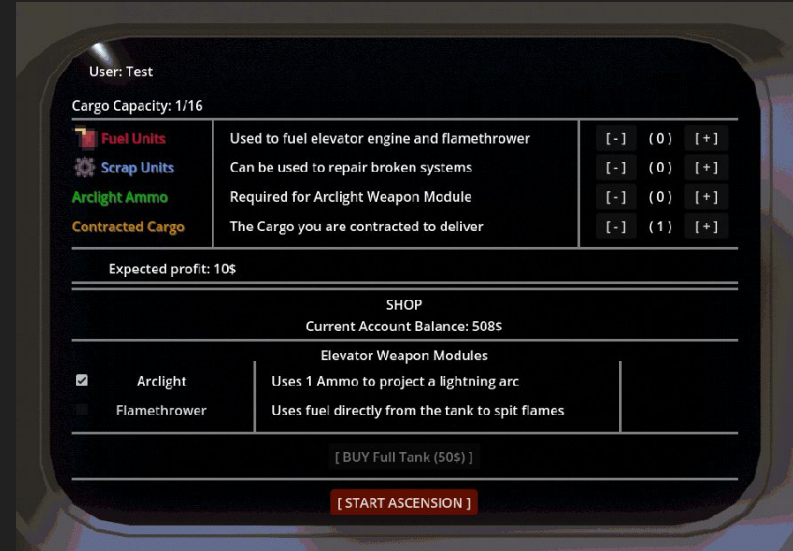
How easy was the game for you?

12 Antworten



Further changes

- contract terminal improvements
- new scrap sprite and repair animation
- deterministic waves in first level (“tutorial level”)
- flinging improvements (more reliable + aiming reticule)



Future plans

- further tutorial improvements (foreman NPC)
- more enemy variety
- expand heat meter mechanic
- implement both end levels (anarchy / elysium)
- add story introduction (propaganda / advertisement posters)



Thank you for your attention:D
Any questions?

