Play Testing

Doomsday: Underground Uprise

Matija Jajcinovic Hongbo Chen Haorui Tan

Changes from Alpha to Playtesting release

We have implemented a tutorial which explains the most important parts of our game. The tutorials are additionally visualized with short gameplay scenes illustrating the gameplay mechanic.

Another addition is the game start menu and some more music/ sound effects.

We have also fixed some minor bugs and somewhat improved the performance.

Underground Game Play Test

Firstly, thanks for the efforts devoted by my friends and families who have the most kind hearts and enthusiasm for our work.

How to conduct the game play test section

1. Sending the compiled game remotely to the testers and let they play the game on their own computers
2. Answers their questions during playing the game with less guidance
3. Recording the problems that the testers pointed out
4. Ask the testers' experiences of the game and how should we improve the game
5. use a Google Form to simplify conducting a standardized questionnaire

Collected issues during playing the game

Problems:
1. Different colors of the building progress bar can mislead the player into thinking that different colors have different meanings
2. Don't know where to produce Part
3. No ESC exit function in the building section and didn't take players habits into consideration
4. The elevator model is so simple that the player doesn't realize it's an elevator and can send the people to different floors.
5. Underground Base's game operation logic is so complex that it causes a lot of stress for players and cause too much distraction for the player
6. No player motivation strategy
7. Information about the factory production process is not easily observable and lacks visual feedback
8. Building and character interactions bring insufficient feedback to the player
9. No motivations to expand factories to increase population
10. I can feel a swarm-like sensation, but it's not clear enough.

Advices for the game:

1. It is recommended to use icons to represent resources rather than text, and using icons is more intuitive than text
2. Suggest that the bar and yoga mats can accommodate more people
3. As the game progresses, new areas can be opened up for players as rewards to give them more motivation to play the game
4. realize the operation of giving place to those who need to rest more often
5. Let the players decide which one to take a break

Improvements based on the feedbacks

1. *Added multi production animations for the factories to make the production section more intuitive and can reflect more informations to the players*
2. *make the factories assignment automatically, which can significantly reduce the players pressure when facing the underground basement operation and Allows the player to*

observe the operation of the base from a God's point of view without having to struggle with complex base operation logic

Excellent suggestions in the evaluation feedback

1. *As the game progresses, new areas can be opened up for players as rewards to give them more motivation to play the game*
2. *It is recommended to use icons to represent resources rather than text, and using icons is more intuitive than text*

Practical Problems we have encountered

- Firstly our pool of playtesters was lower than anticipated (even though we could find a diverse group of playtesters).
- The HDRP, ML agents framework and lack of some performance improving (like using functional programming patterns with events instead of simple loops every frames) lead to most having issues with the performance on their computers (we used high-end hardware)
- Due to miscommunications in the group the building part got n tutorial part which lead to a high confusion
- Also export the build for Linux and AppleOS to make it more accessible

Observations

- lack of Destruction of defensive towers(players can replace defense towers).
- Camera on the surface
  - Movement speed is low
  - Bug when the camera is close to the ground or hits buildings
- Screen is too dark.

What we have learnt

- do not make the tutorial skippable or optional, bc players won't use it
- using text is a bad idea, most won't read it
- not everybody has a RTX4090 and RTX 4080 GPU => bad performance on their systems
- our game needs improvements but most of them are easily fixable
- play testers were not amazed by our game but recognized the effort in the graphics and concept
- people with little experience have a hard time playing the game => we are relying a lot on implicated standard RTS that just lacks if you are new to the genre

Next Steps till Final Release

We will try to fix most of the criticized issues which seem like little work (compared to the whole framework of our game that took the most time this semester). A prioritization will thus not be needed.

Our goal will also be to add some missing features (like sound effects and the missing Unit versions (medium robot)).

Google questionnaire result

Have you played any RTS (Real Time Strategy) games before?
8 Antworten

Value	Count
0	3 (37,5 %)
1	0 (0 %)
2	2 (25 %)
3	1 (12,5 %)
4	0 (0 %)
5	2 (25 %)
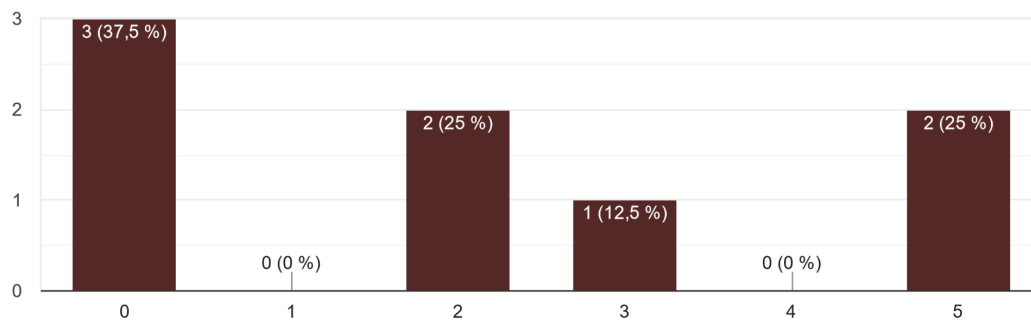
Could you please name one of your favorite RTS games? (comma sperated GameX, GameY)
7 Antworten

Cities Skylines, Satisfactory

starcraft

war3

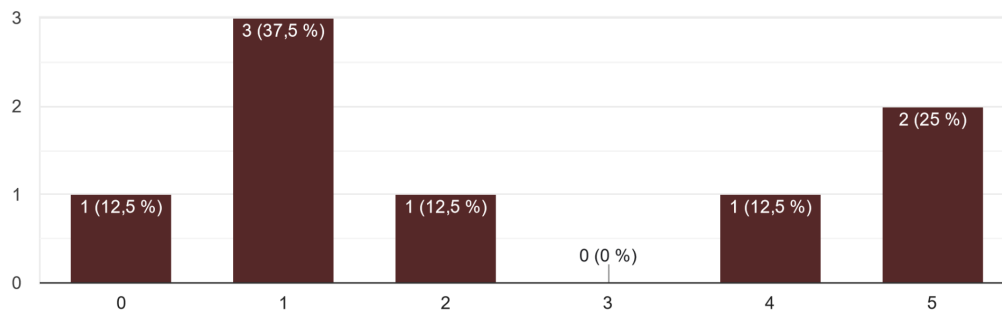War of Warcraft
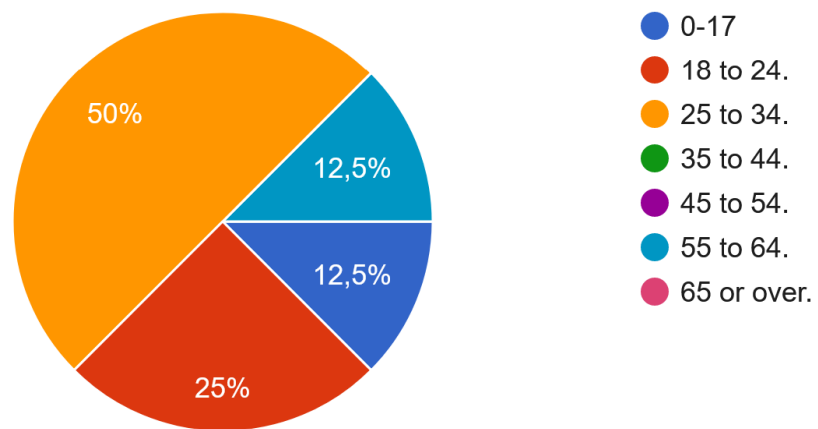
Warcraft 3, Stronghold

never play before

City Building
8 Antworten

Value	Count
0	1 (12,5 %)
1	3 (37,5 %)
2	1 (12,5 %)
3	0 (0 %)
4	1 (12,5 %)
5	2 (25 %)

Personal Information (not mendatory)

Your age

8 Antworten

- 🔵 0-17
- 🔴 18 to 24.
- 🟠 25 to 34.
- 🟢 35 to 44.
- 🟣 45 to 54.
- 🔵 55 to 64.
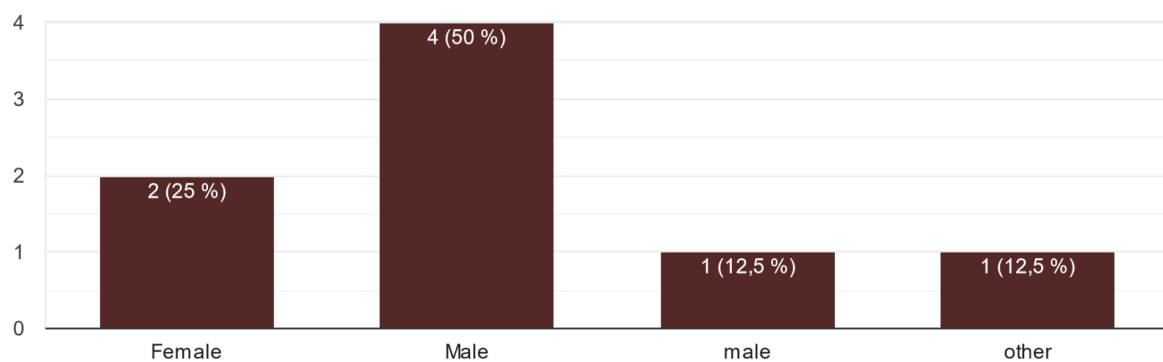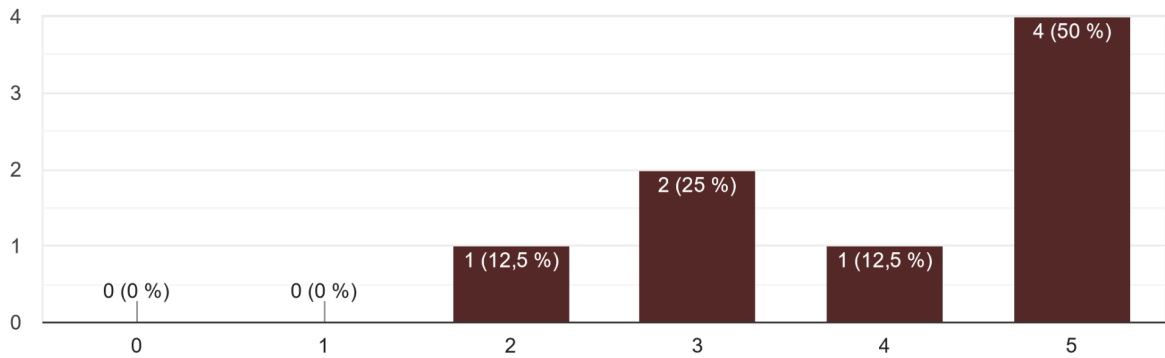- 🔴 65 or over.

Gender (Male, Female, or your answer)
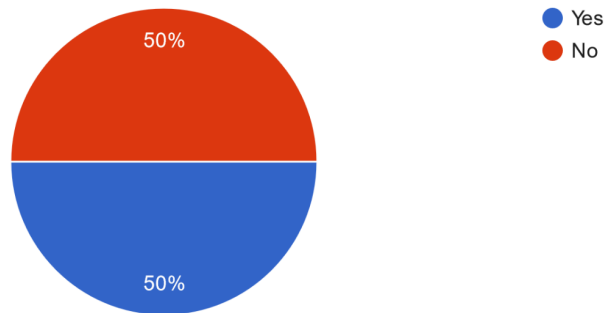
8 Antworten

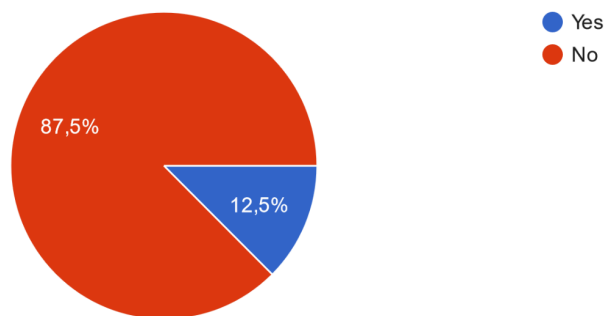## Overall Gaming Experience
8 Antworten

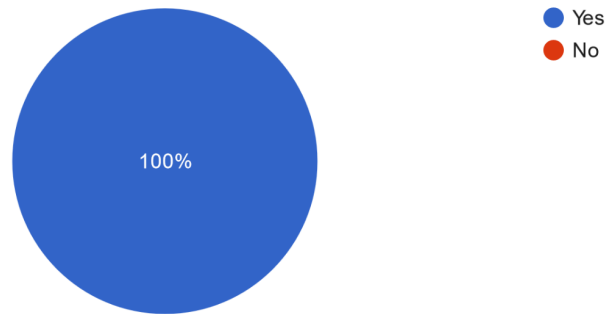## Do you like the gameplay of the underground basement?
8 Antworten

- Yes
- No

Do you think the building placement system of the underground basement is easy to use?
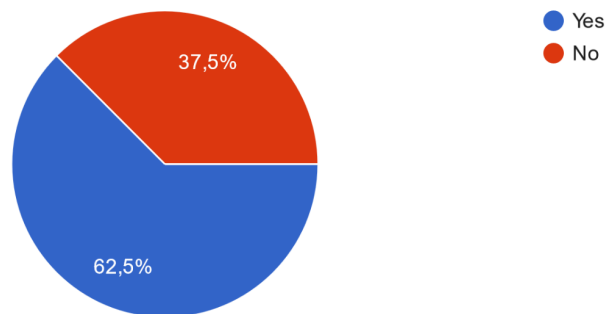8 Antworten

- Yes
- No

Do the status bars on people's heads confuse you and you don't know what's going on during gaming?

8 Antworten

- ● Yes
- ● No

100%

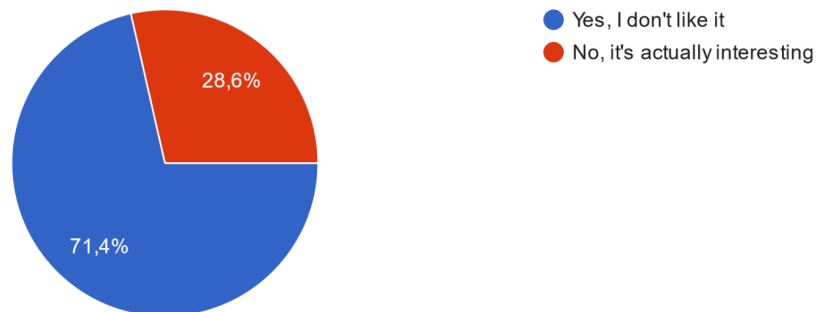## Do you think the weapon & robot production mechanism has a positive or negative influence on your game experience?

8 Antworten

- ● Yes
- ● No

37,5%

62,5%

Is the game mechanism of the underground basement too complex or less interesting for your game experience?

7 Antworten

- ● Yes, I don't like it
- ● No, it's actually interesting

28,6%

71,4%

Does the underground gameplay give you some new experience about the RTS games? Could you please share your experience with us?

8 Antworten

Yeah, but not a lot

first time play rts

I have never played such a complicated rts before

a

No，nothing new

- Very confusing UI (not explained anywhere) but after intruction it was easy to understand

Very confusing game, camera got stuck

no

Could you please point out one point that you like about the underground basement operation?
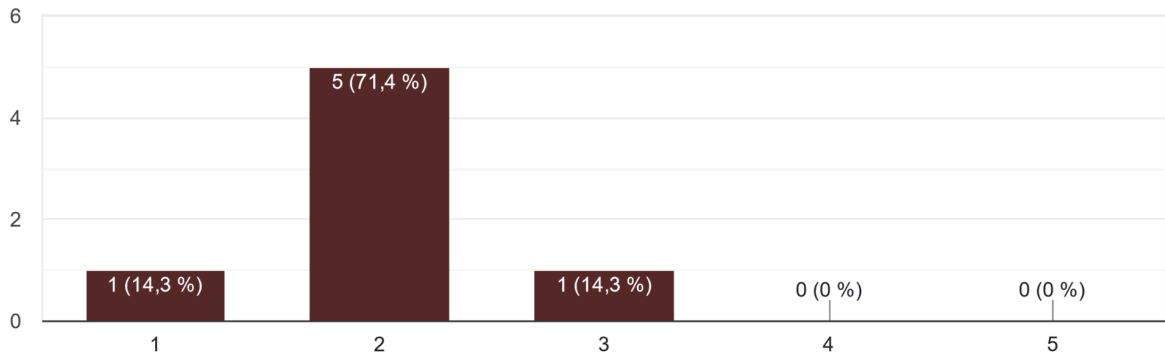
5 Antworten

Born baby without sex

.

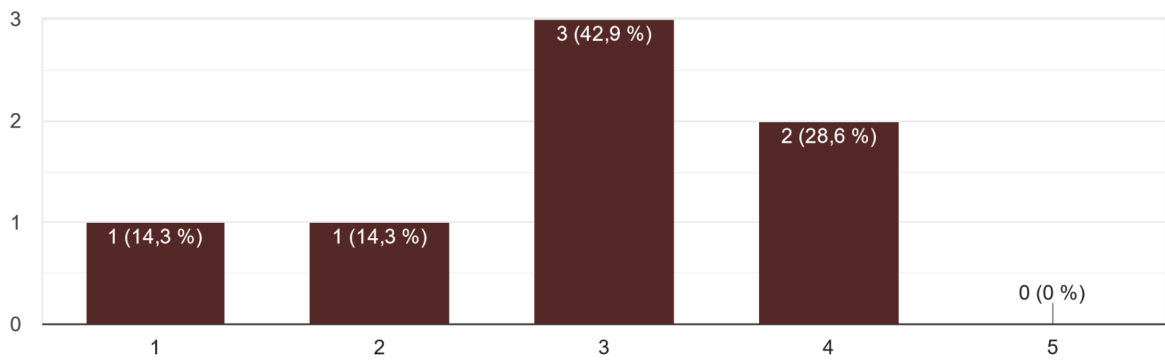funny animations

Funny animations

no

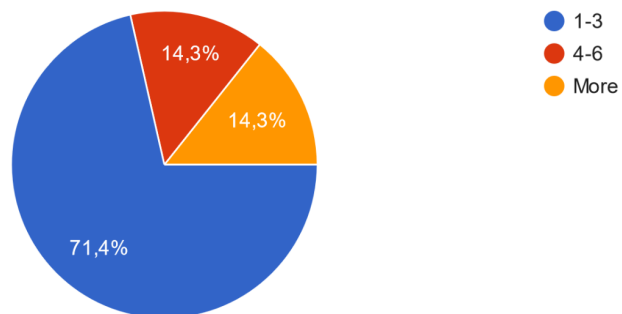## Are you able to balance your time between underground and surface?
7 Antworten

Value	Count
1	1 (14,3 %)
2	5 (71,4 %)
3	1 (14,3 %)
4	0 (0 %)
5	0 (0 %)

Is the game difficult?
7 Antworten

Value	Count
1	1 (14,3 %)
2	1 (14,3 %)
3	3 (42,9 %)
4	2 (28,6 %)
5	0 (0 %)

How many waves can you survive?
7 Antworten

- 1-3: 71,4%
- 4-6: 14,3%
- More: 14,3%

Which kind of defense tower do you think is the most reliable?
7 Antworten

- crystal tower
- laser tower
- cannon tower
- healing tower
- None

28,6%
28,6%
14,3%
14,3%
14,3%
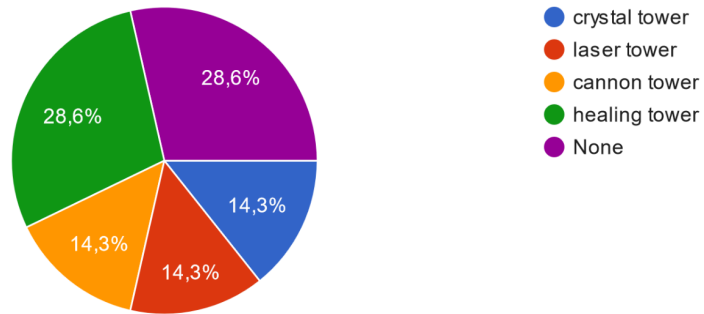
Does the surface building consume too much Scrap? (Taking too long to build a surface building)
7 Antworten

3 (42,9 %)
2 (28,6 %)
1 (14,3 %)
1 (14,3 %)
0 (0 %)
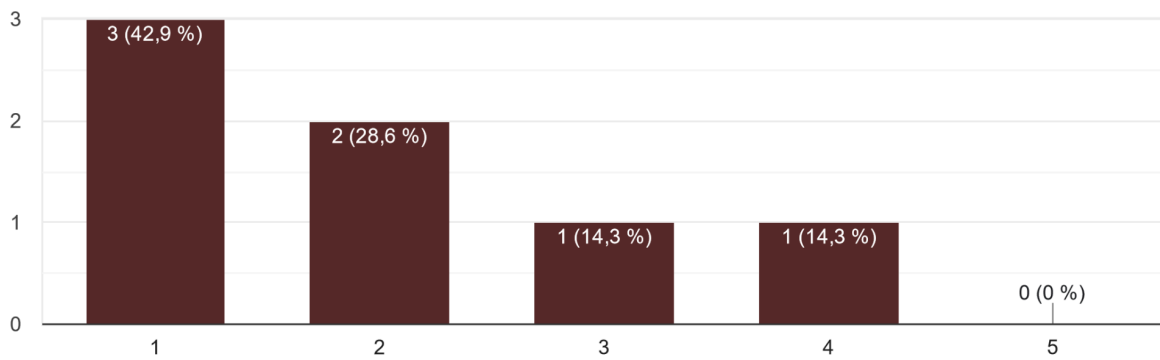
Please provide a modification suggestion for the surface part 😜

5 Antworten

I hope that im able to select more robot in the same time

Increase camera movement speed

Players can destroy defense towers themselves

artelery tower is too strong, maybe some more automatic towers?

Robots could not be selected by dragging, box

What would I improve on the graphics:

7 Antworten

Game is lagging!!!!!!!!!!!!!!!!!!

Not bright enough

no

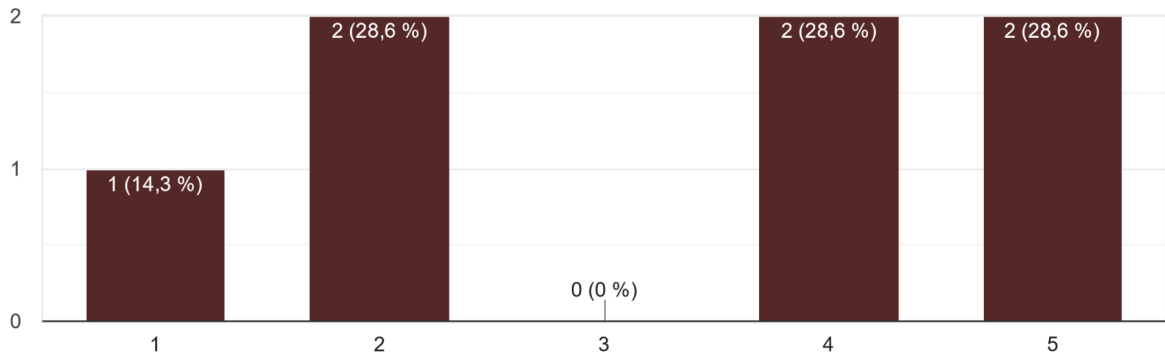Graphic is good enough for a game made by three programmers

Some weird grain

Too dark

its perfert

Visual clarity of units and objects

7 Antworten

Rating	Count
1	1 (14,3 %)
2	2 (28,6 %)
3	0 (0 %)
4	2 (28,6 %)
5	2 (28,6 %)

Artstyle of the 3D models (Robots and buildings)

7 Antworten

Rating	Count
1	0 (0 %)
2	0 (0 %)
3	0 (0 %)
4	2 (28,6 %)
5	5 (71,4 %)
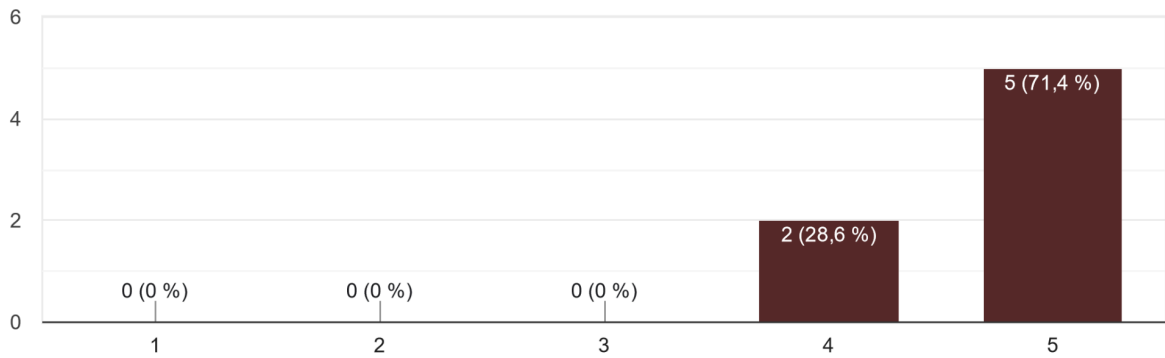
All in all the graphics were:

7 Antworten

Rating	Count
1	0 (0 %)
2	1 (14,3 %)
3	2 (28,6 %)
4	2 (28,6 %)
5	2 (28,6 %)
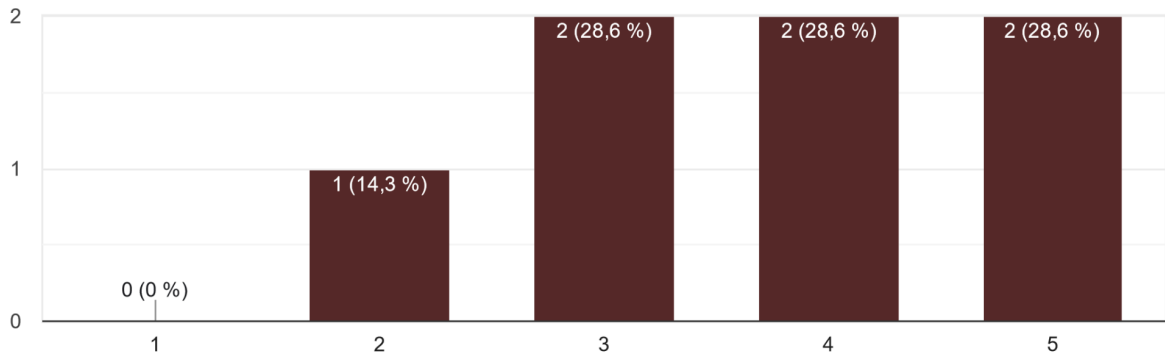
What I liked most about the game is:

7 Antworten

Baby borned without sex, i seggest there should be some animation about it

Complex systems can increase player experience

art is good

Robot part

- cool art style, interesting concept

Okay graphics

model

What I liked the least:

7 Antworten

UNDERGROUND has too much Problem

Underground character modeling is rudimentary

Not easy to control
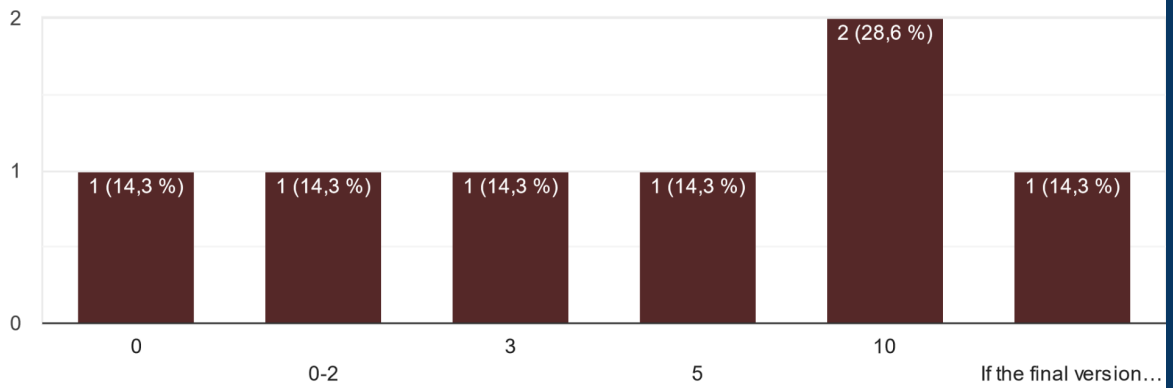
basement building system

bugs, robots going through buildings

Buggy, too loud sounds, few sound effects, confusing gameplay, no goal explained

no

I would pay X Euros for a final Version of this game (0 for would not buy):

7 Antworten

Value	Count
0	1 (14,3 %)
0-2	1 (14,3 %)
3	1 (14,3 %)
5	1 (14,3 %)
10	2 (28,6 %)
If the final version…	1 (14,3 %)

In total I rate the game X/10:

7 Antworten

Value	Count
2	1 (14,3 %)
4	1 (14,3 %)
6	1 (14,3 %)
7.5	1 (14,3 %)
7/10	1 (14,3 %)
8	2 (28,6 %)