Playtesting:

Doomsday: Underground Uprise

Team: Tri-Hard

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- Haorui Tan
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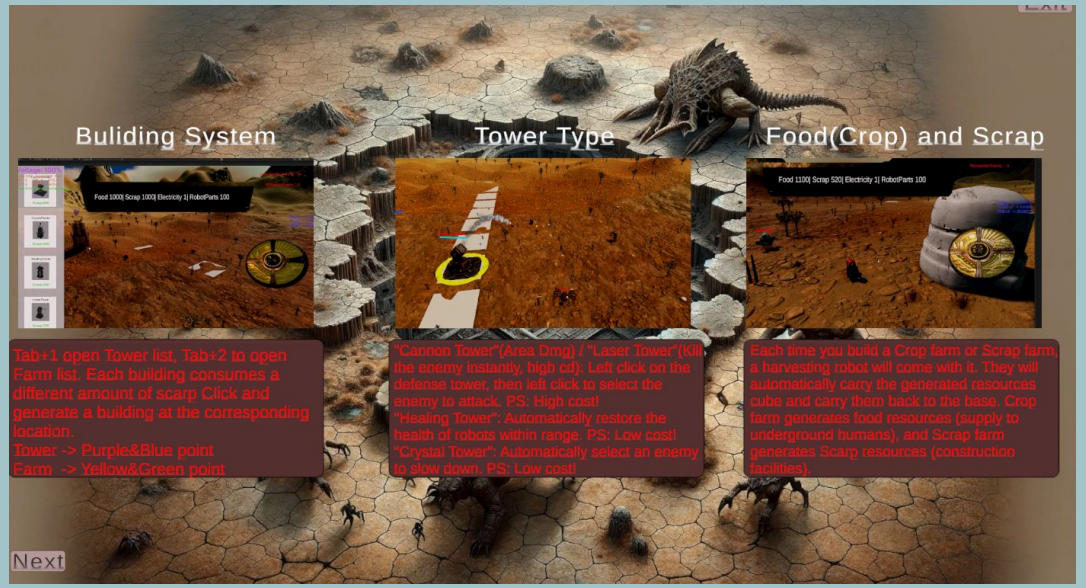
Our Goals and Setting

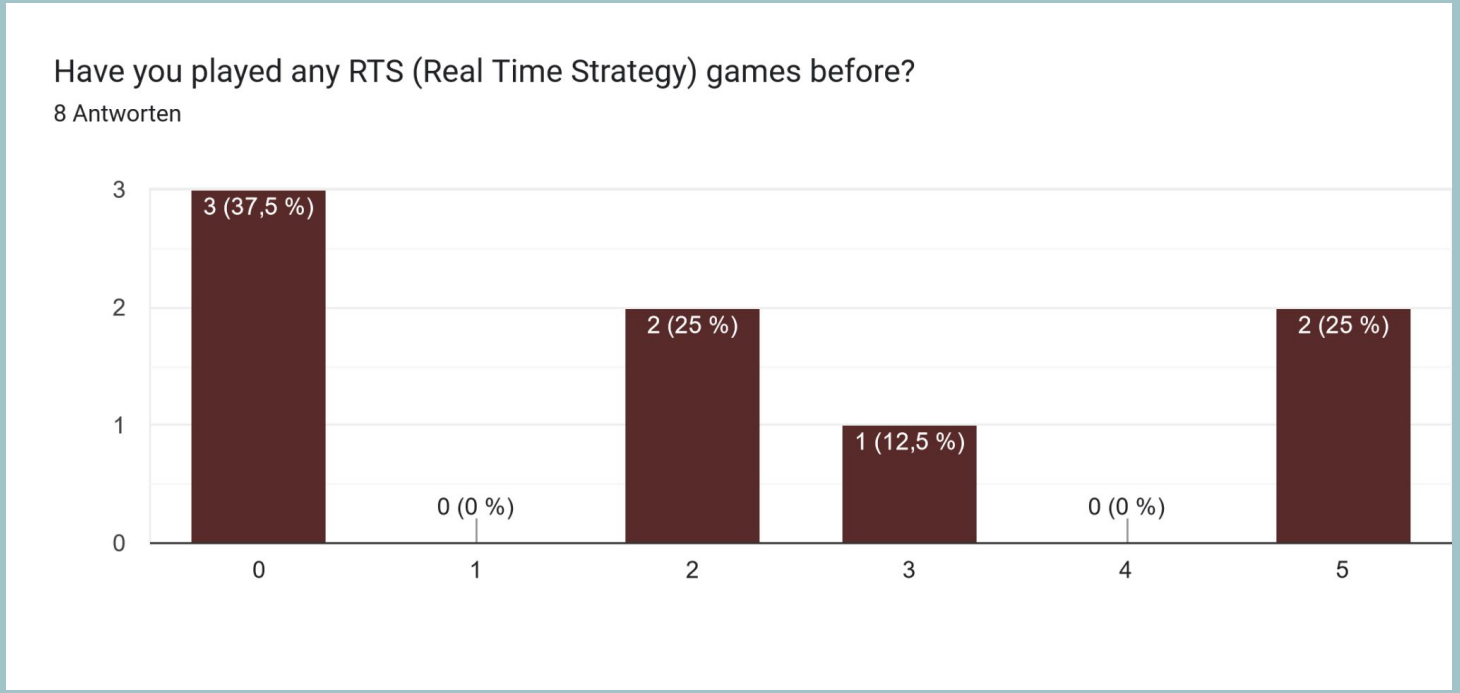
- 8 Playtesters
- Ask critical questions about what we think could cause problems
- some open questions that could be freely answered

Changes for Playtesting from Alpha

- Added Tutorial
- Menu
- Music
- Bug fixes



Results


Have you played any RTS (Real Time Strategy) games before?
8 Antworten
3
2
1
0
3 (37,5 %)
0 (0 %)
2 (25 %)
1 (12,5 %)
0 (0 %)
2 (25 %)
0
1
2
3
4
5

Results

Could you please name one of your favorite RTS games? (comma sperated GameX, GameY)

7 Antworten

Cities Skylines, Satisfactory

starcraft

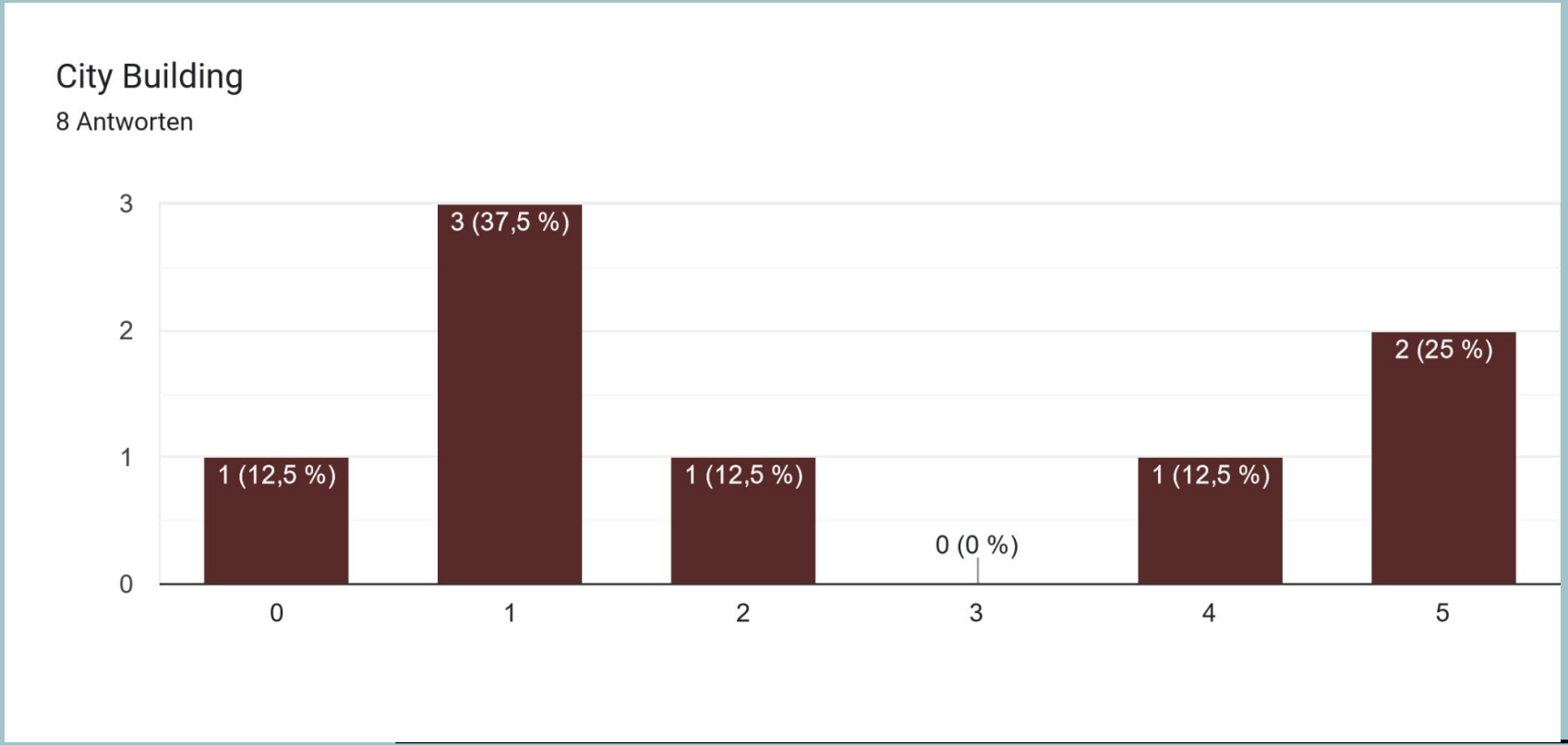
war3

War of Warcraft

Warcraft 3, Stronghold

never play before

Results

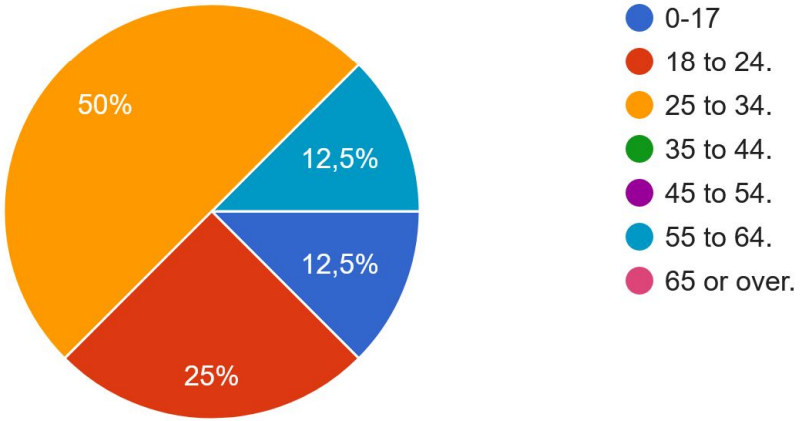

City Building
8 Antworten
3
2
1
0
3 (37,5 %)
2 (25 %)
1 (12,5 %)
1 (12,5 %)
0 (0 %)
1 (12,5 %)
0
1
2
3
4
5

Results

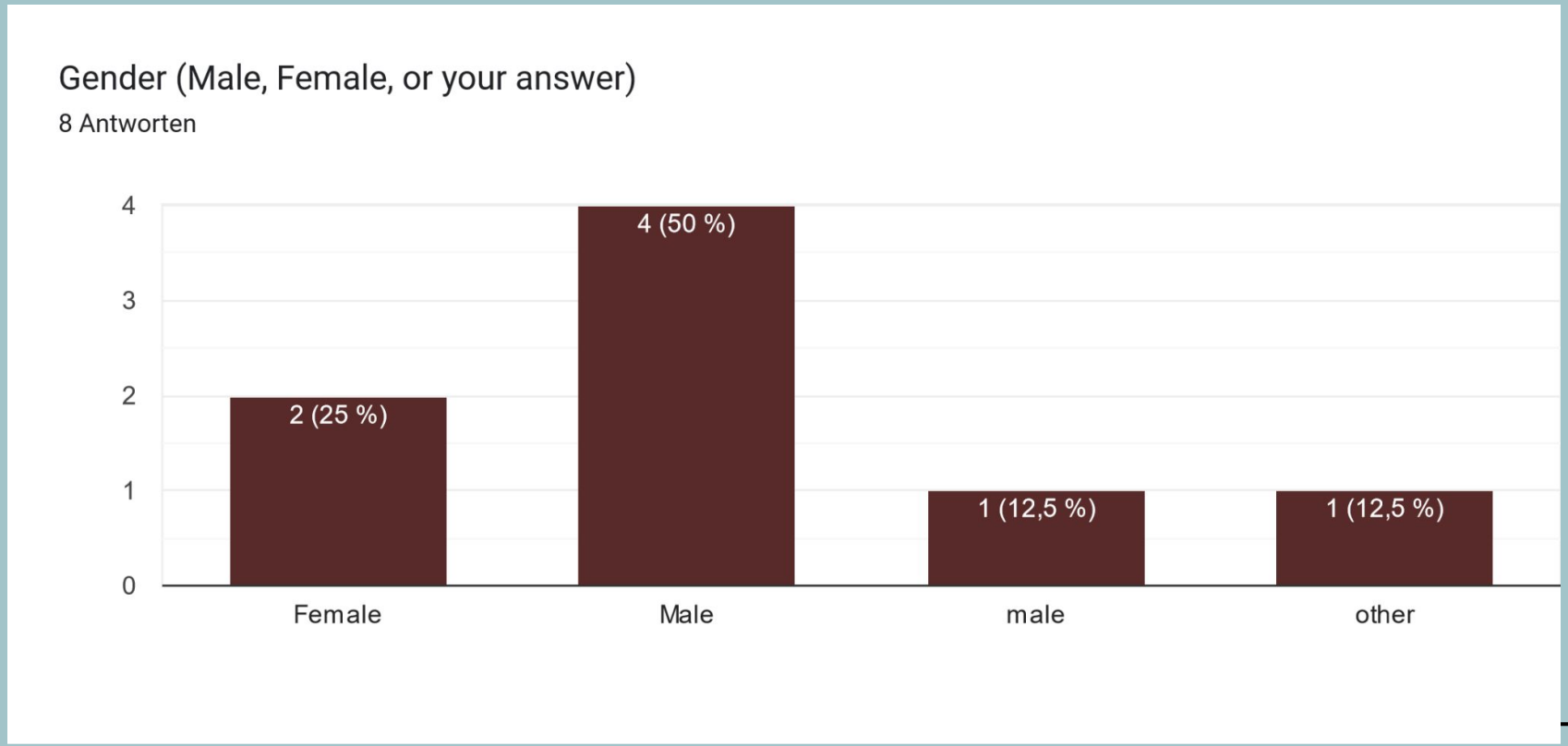
Personal Information (not mendatory)

Your age

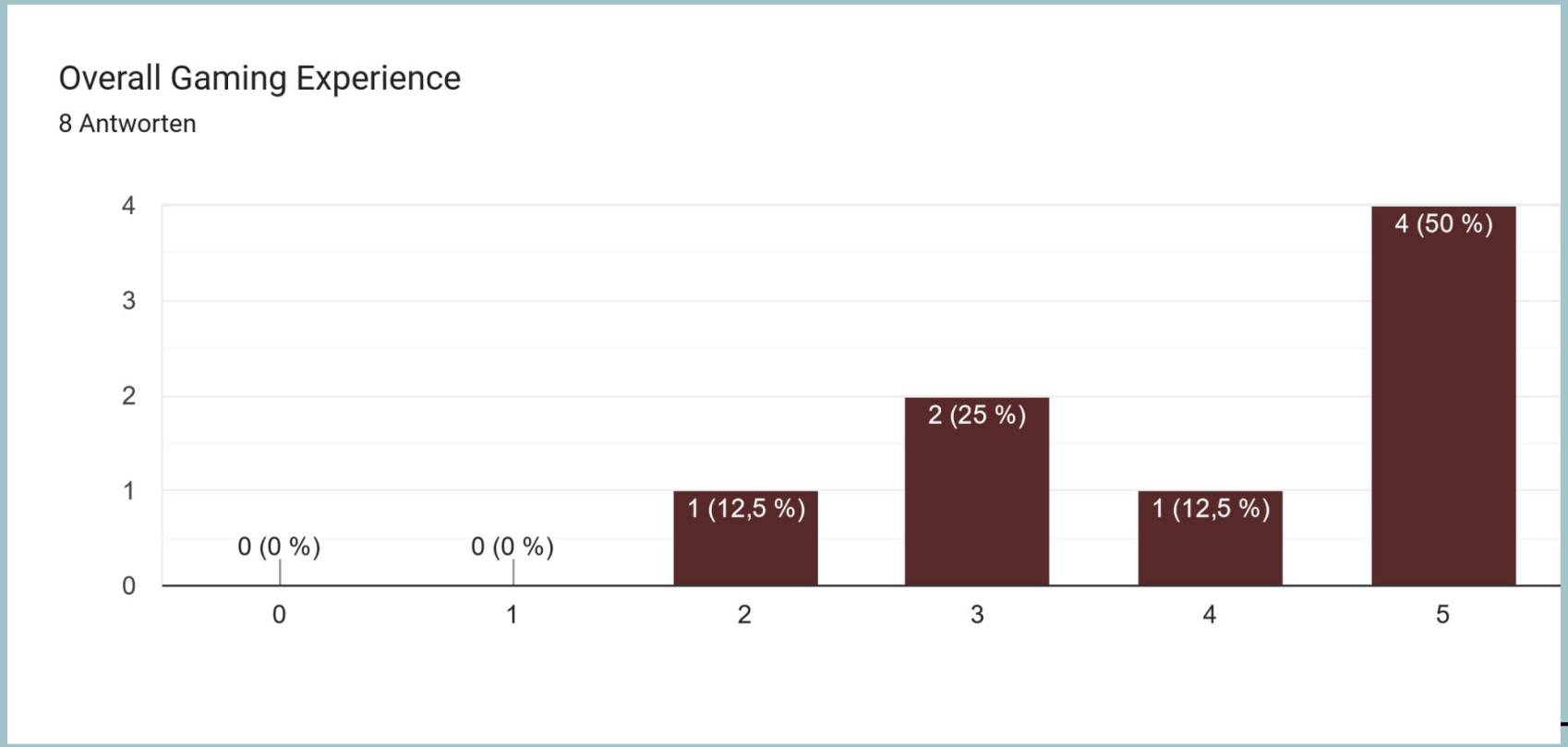
8 Antworten



Results


Gender (Male, Female, or your answer)
8 Antworten
4
3
2
1
0
2 (25 %)
4 (50 %)
1 (12,5 %)
1 (12,5 %)
Female
Male
male
other

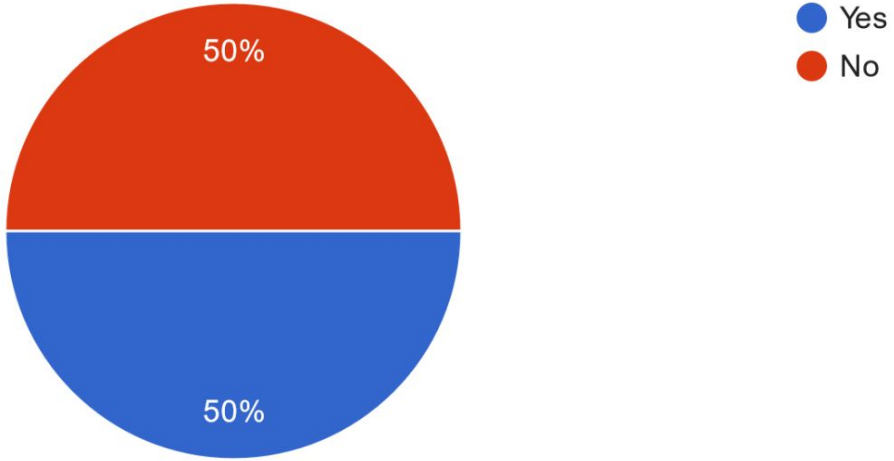
Results


Overall Gaming Experience
8 Antworten
4
3
2
1
0
0 (0 %)
0 (0 %)
1 (12,5 %)
2 (25 %)
1 (12,5 %)
4 (50 %)
0
1
2
3
4
5

Results

Do you like the gameplay of the underground basement?

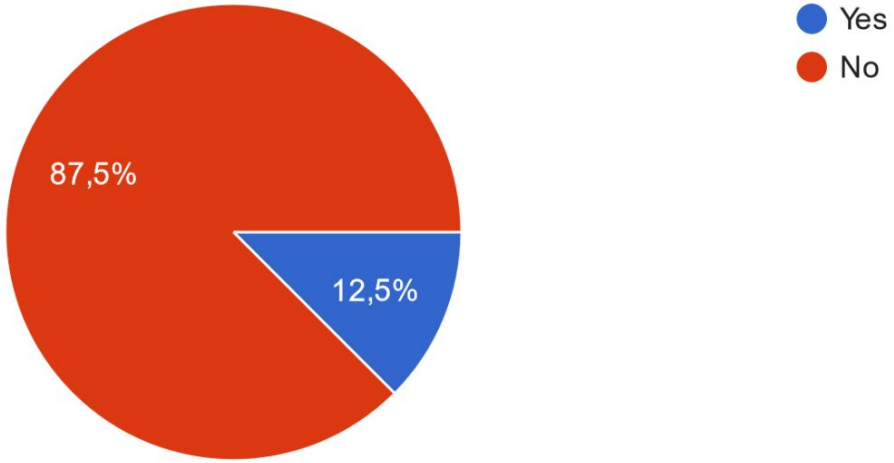
8 Antworten



Results

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

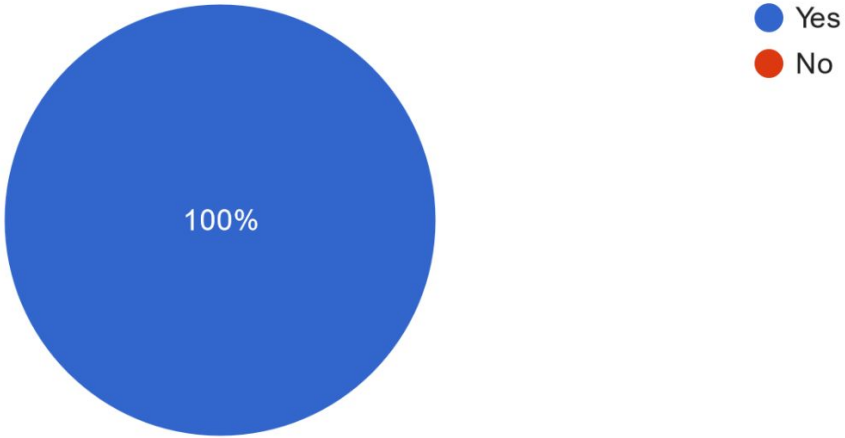
8 Antworten



Results

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

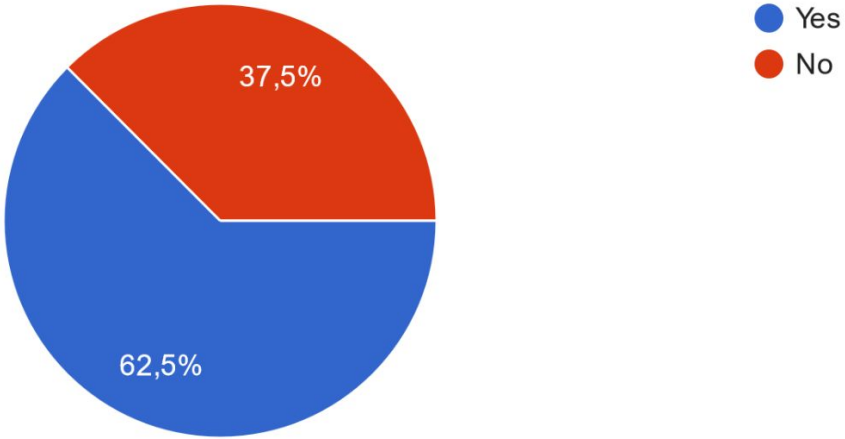
8 Antworten



Results

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

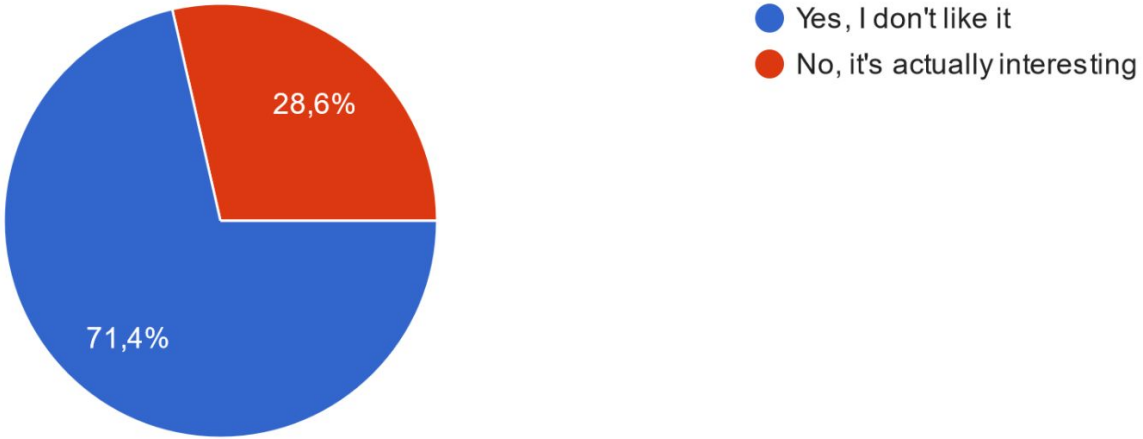
8 Antworten



Results

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

7 Antworten



Results

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

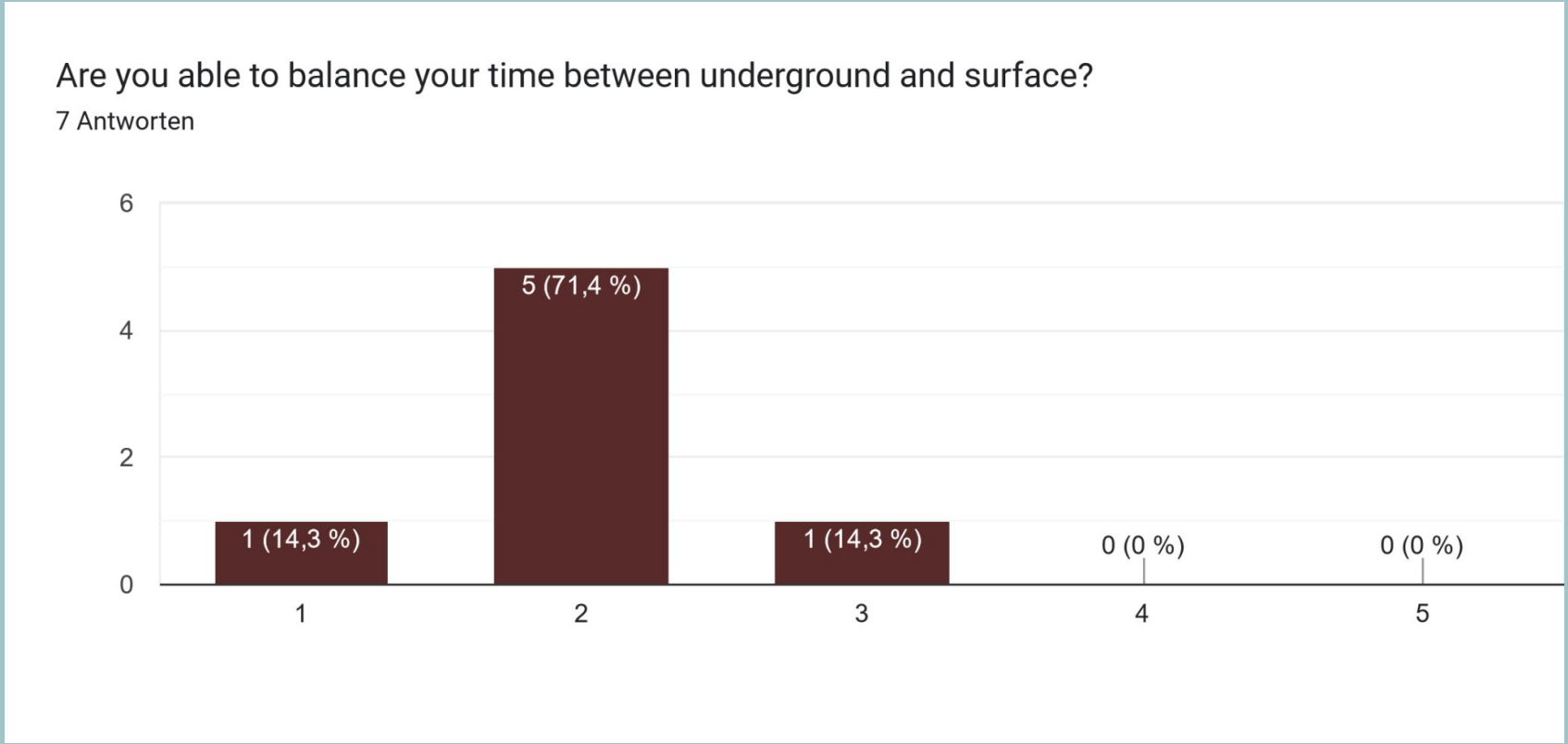
Results

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

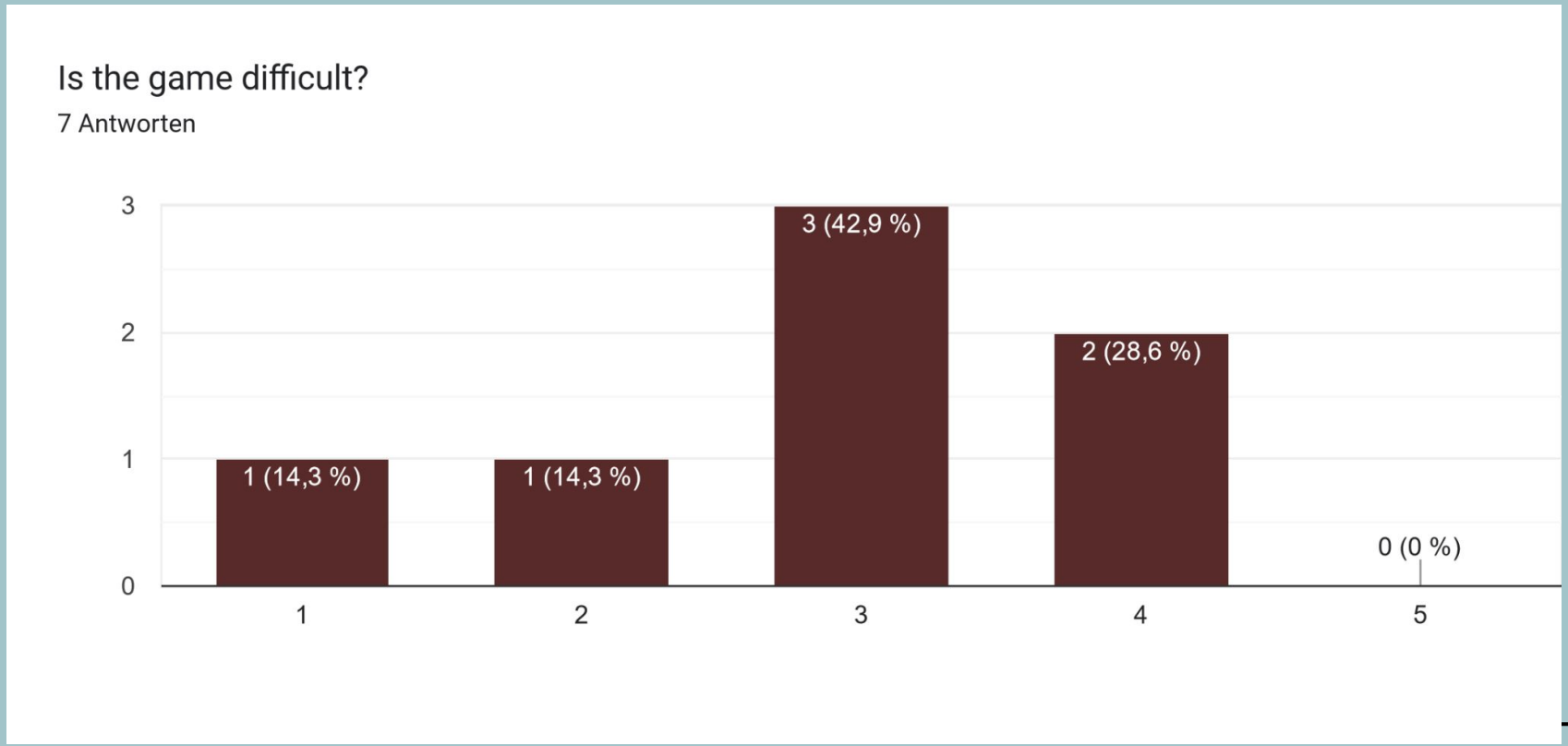
5 Antworten

- Born baby without sex
- .
- funny animations
- Funny animations
- no

Results


Are you able to balance your time between underground and surface?
7 Antworten
6
4
2
0
1 (14,3 %)
5 (71,4 %)
1 (14,3 %)
0 (0 %)
0 (0 %)
1
2
3
4
5

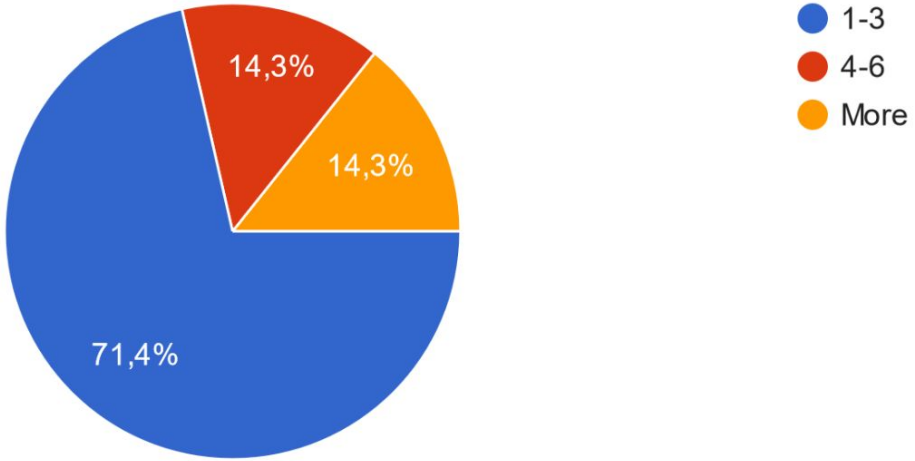
Results


Is the game difficult?
7 Antworten
3
2
1
0
1 (14,3 %)
1 (14,3 %)
3 (42,9 %)
2 (28,6 %)
0 (0 %)
1
2
3
4
5

Results

How many waves can you survive?

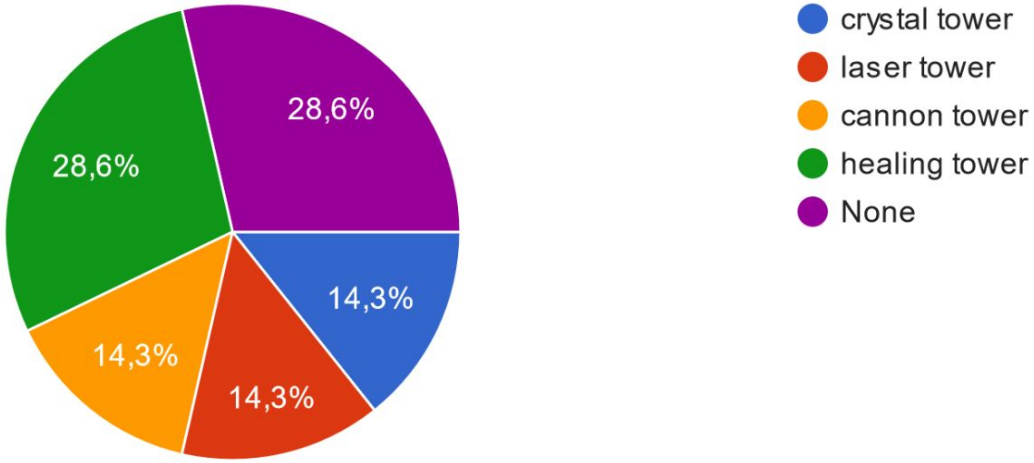
7 Antworten



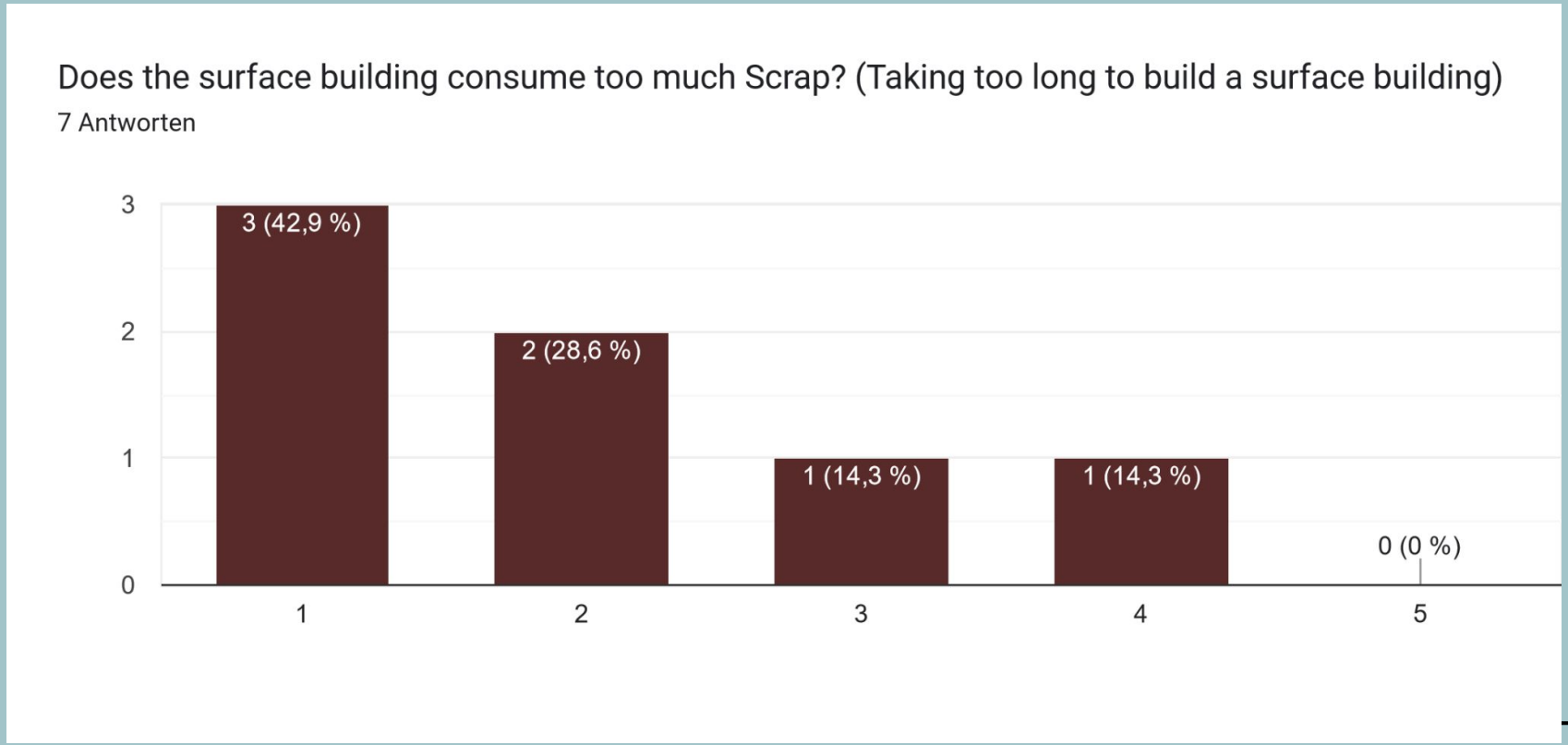
Results

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

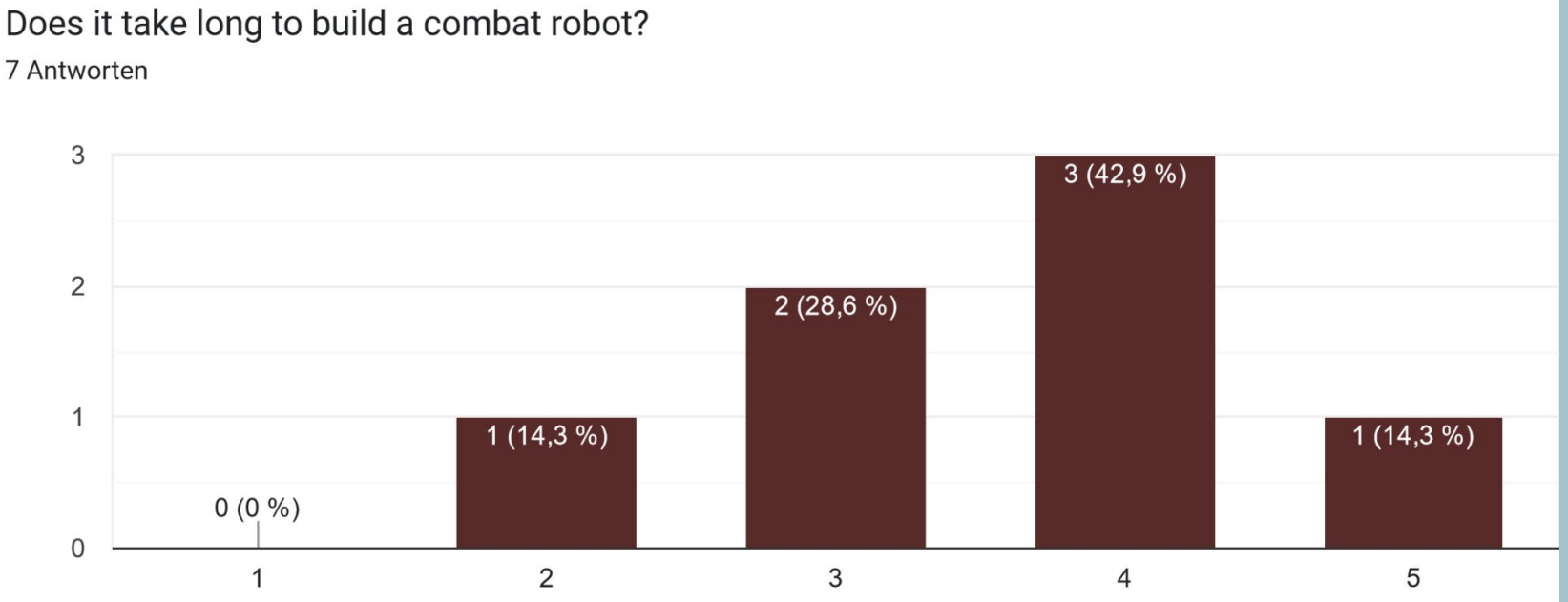
7 Antworten



Results


Does the surface building consume too much Scrap? (Taking too long to build a surface building)
7 Antworten
3
2
1
0
3 (42,9 %)
2 (28,6 %)
1 (14,3 %)
1 (14,3 %)
0 (0 %)
1
2
3
4
5

Results


Does it take long to build a combat robot?
7 Antworten
3
2
1
0
0 (0 %)
1 (14,3 %)
2 (28,6 %)
3 (42,9 %)
1 (14,3 %)
1
2
3
4
5

Results

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

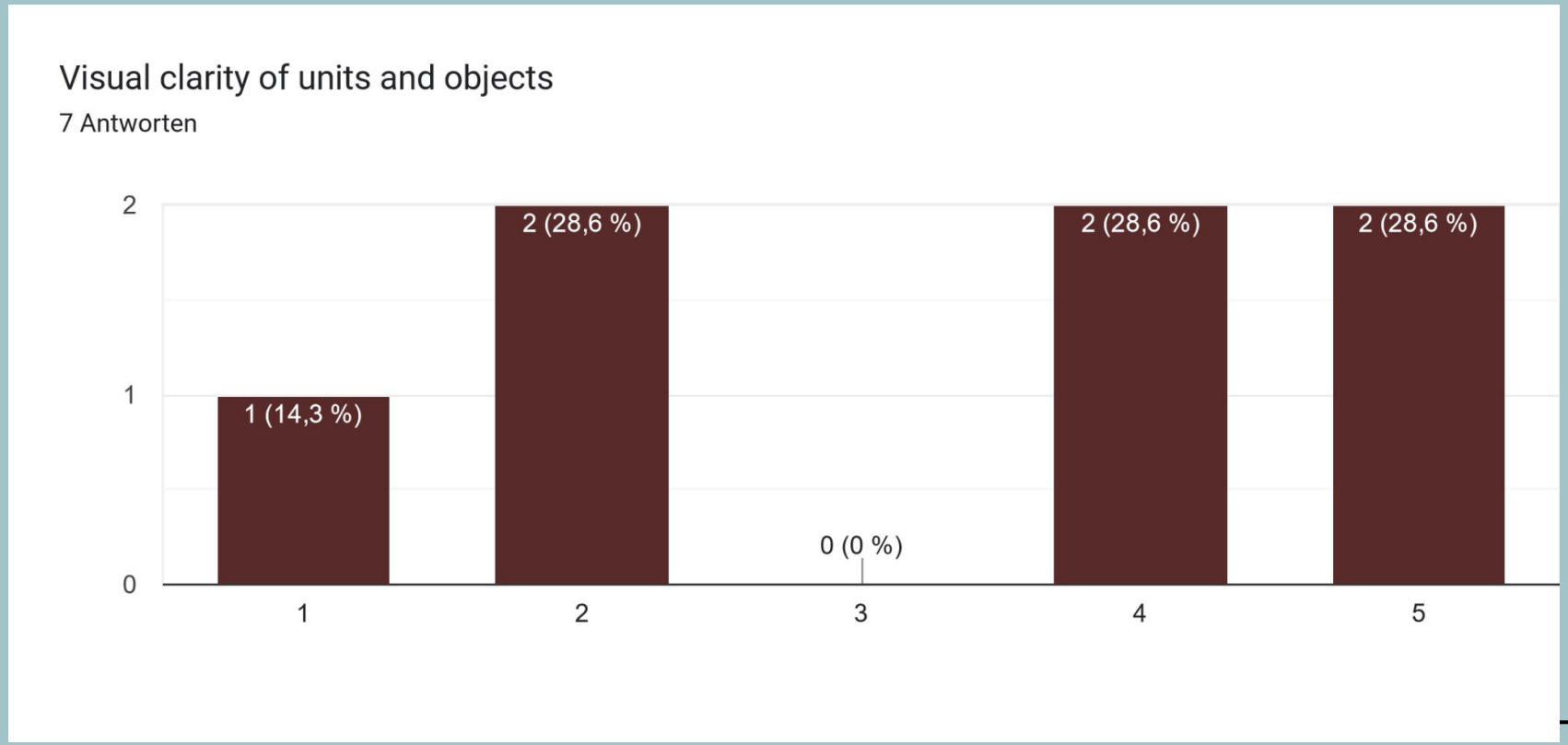
Results

What would I improve on the graphics:

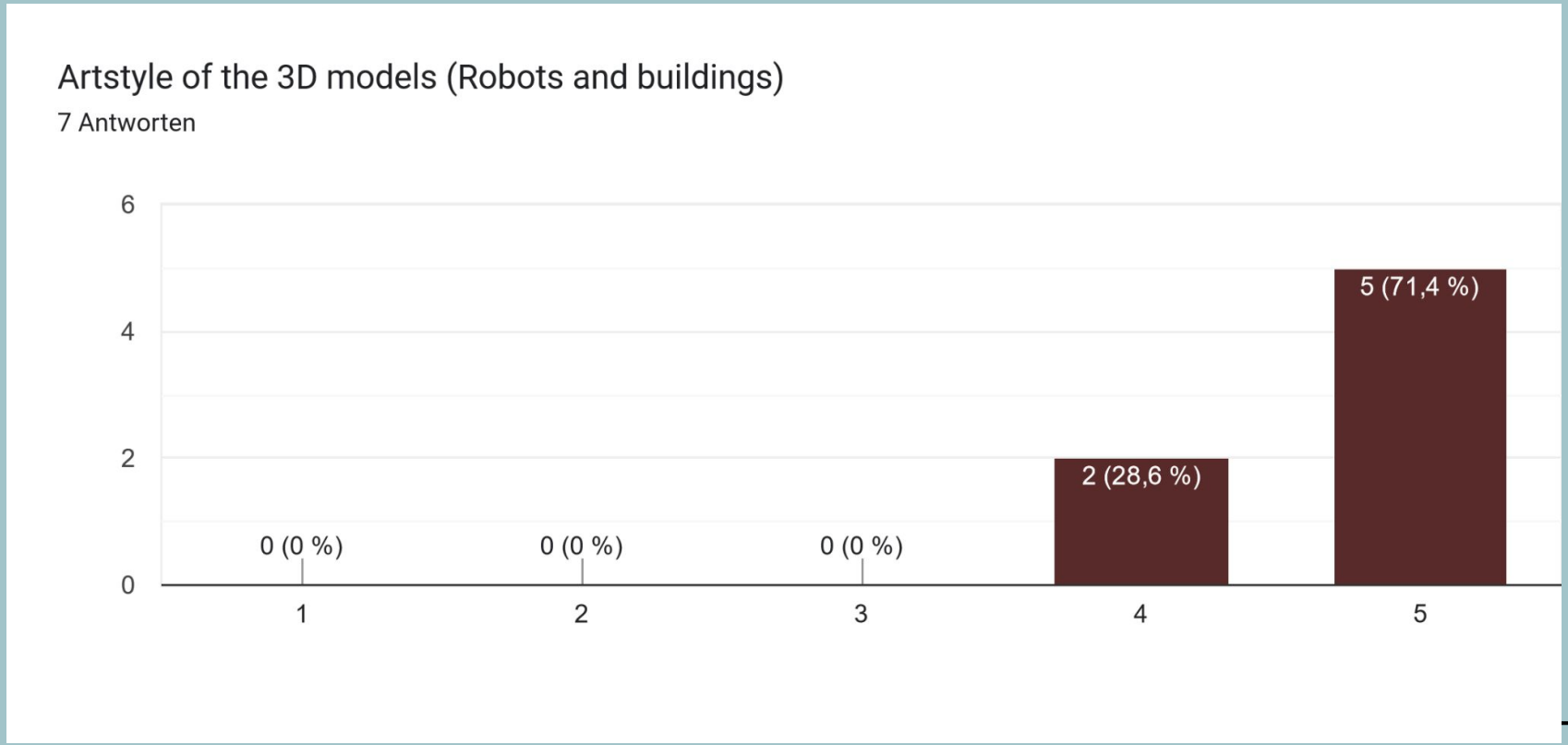
7 Antworten

- 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

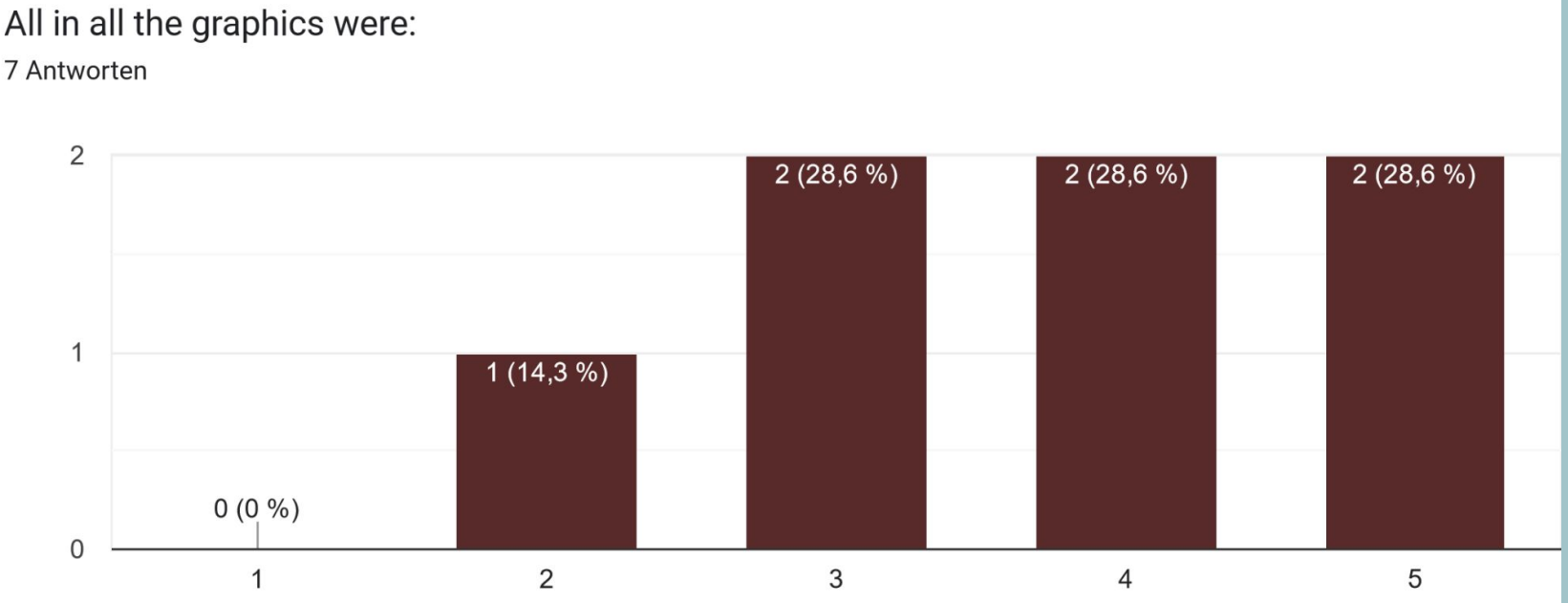
Results


Visual clarity of units and objects
7 Antworten
2
1
0
1 (14,3 %)
2 (28,6 %)
0 (0 %)
2 (28,6 %)
2 (28,6 %)
1
2
3
4
5

Results


Artstyle of the 3D models (Robots and buildings)
7 Antworten
6
4
2
0
0 (0 %)
0 (0 %)
0 (0 %)
2 (28,6 %)
5 (71,4 %)
1
2
3
4
5

Results


All in all the graphics were:
7 Antworten
2
1
0
0 (0 %)
1 (14,3 %)
2 (28,6 %)
2 (28,6 %)
2 (28,6 %)
1
2
3
4
5

Results

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

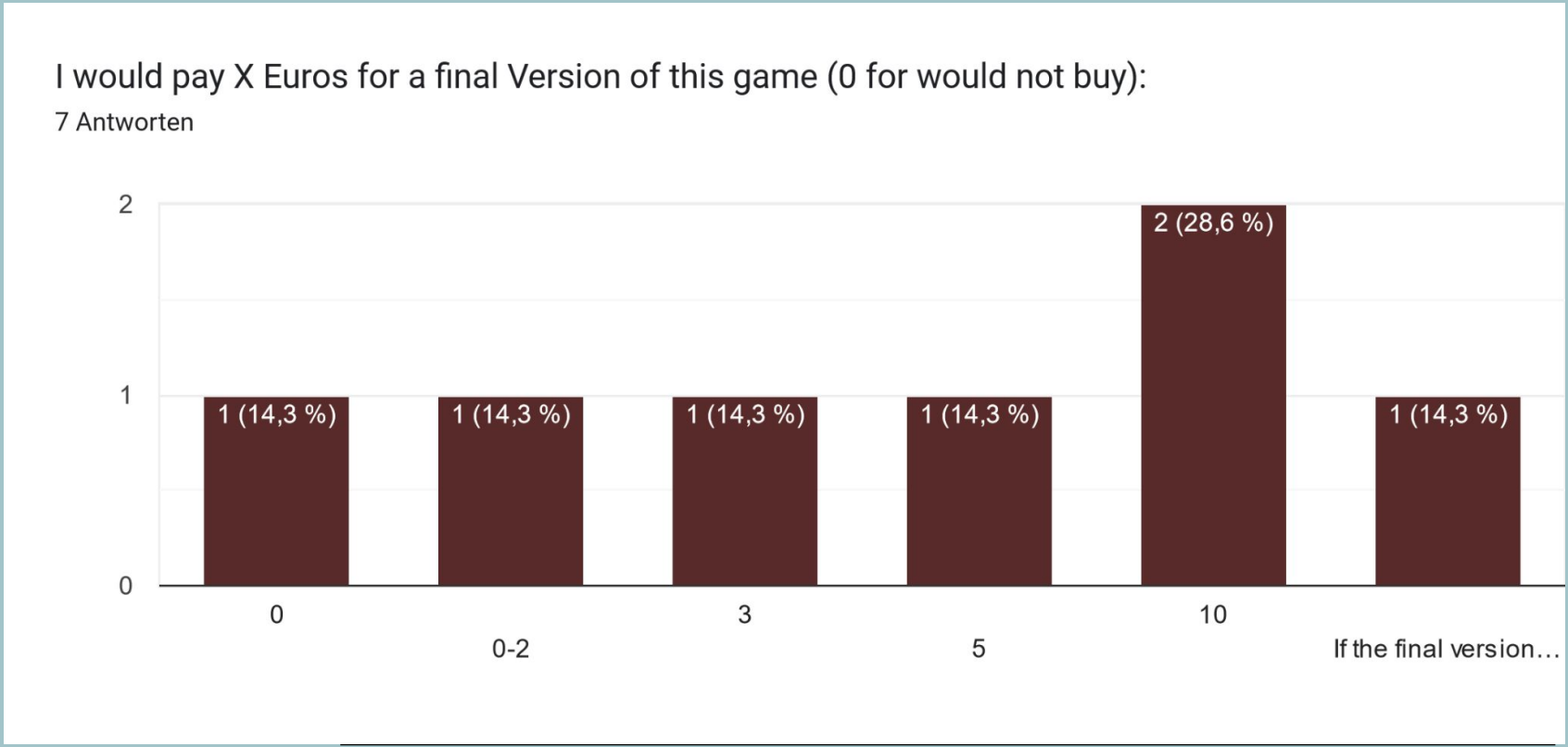
Results

What I liked the least:

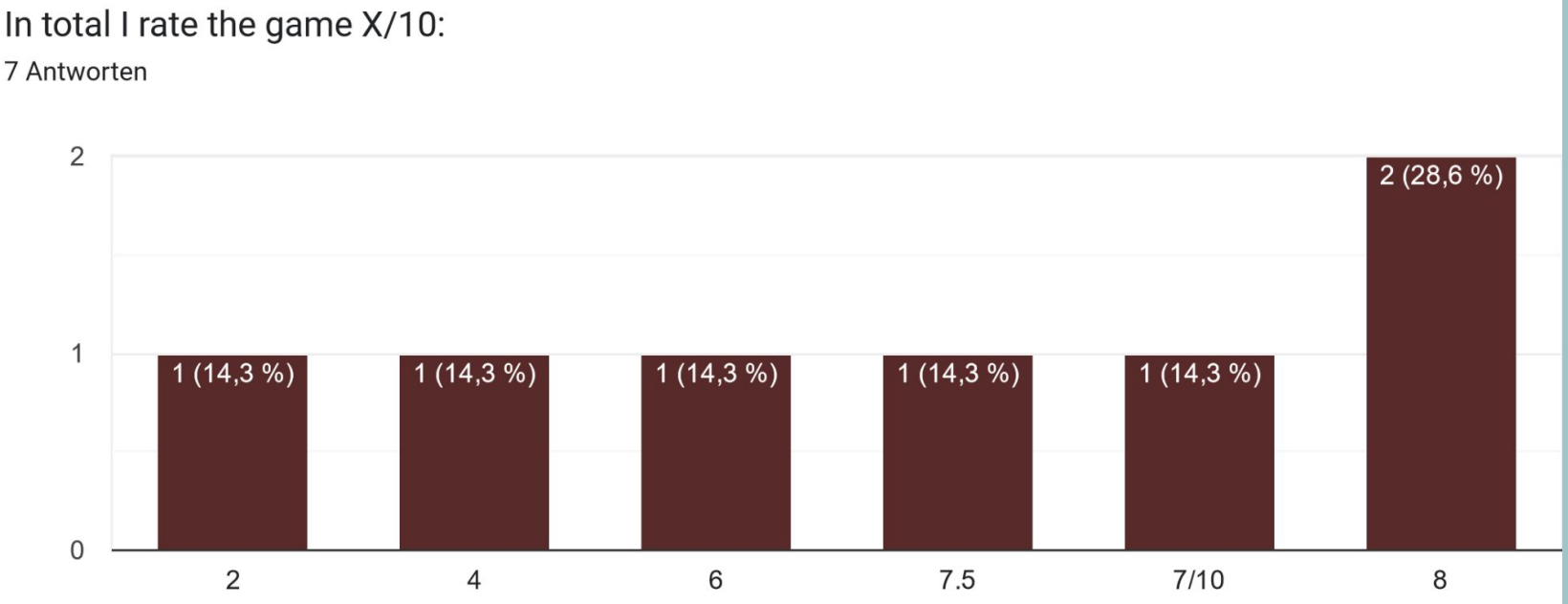
7 Antworten

- 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

Results


I would pay X Euros for a final Version of this game (0 for would not buy):
7 Antworten
2
1
0
1 (14,3 %)
1 (14,3 %)
1 (14,3 %)
1 (14,3 %)
2 (28,6 %)
1 (14,3 %)
0
0-2
3
5
10
If the final version…

Results


In total I rate the game X/10:
7 Antworten
2
1
0
1 (14,3 %)
1 (14,3 %)
1 (14,3 %)
1 (14,3 %)
1 (14,3 %)
2 (28,6 %)
2
4
6
7.5
7/10
8

Problems of the Feedback

Don't know where to produce Part

misleading progress bar

Lack player motivation strategy

operation logic is too complex

No ESC exit function

Production not easily observable

lacks visual feedback

Is there an elevator ？

feel a swarm-like sensation, but not clear enough

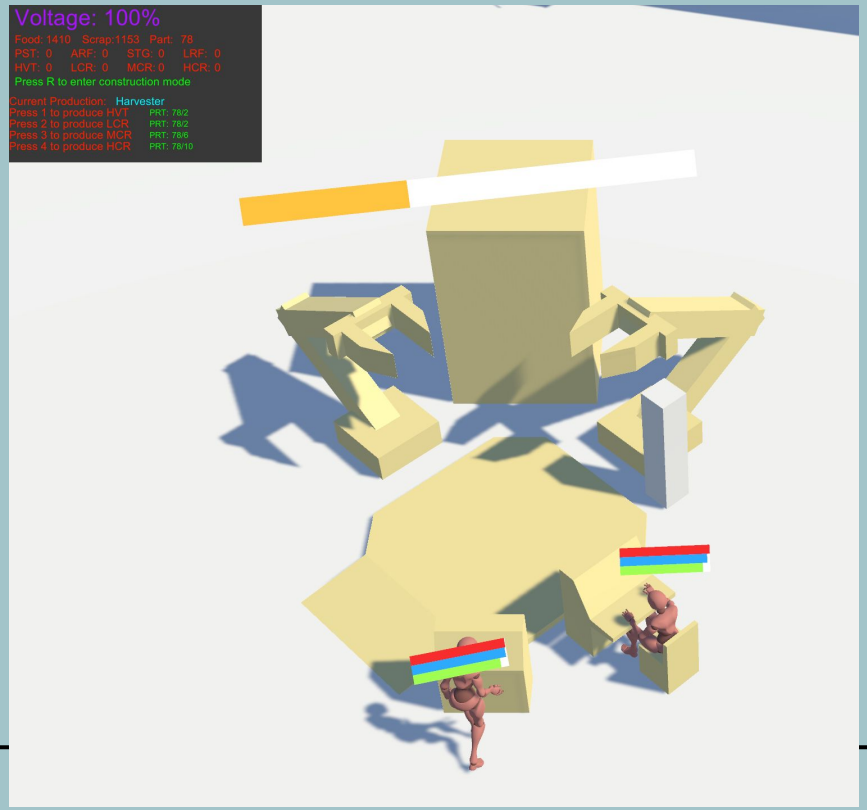
Improvements based on the feedbacks

Before :

Have to click the building and check them one by one

Have to refer many information

The building is just a static object



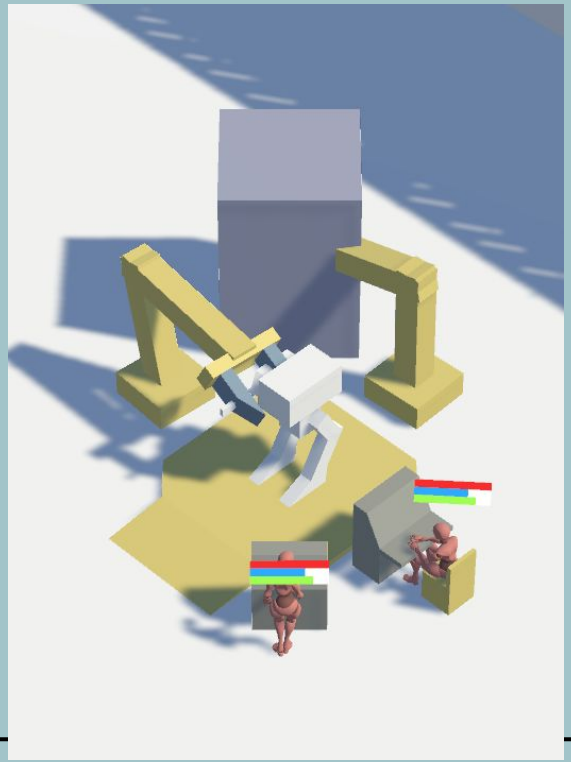
Improvements based on the feedbacks

After : Bone Bonding & inverse kinematic

Can get visual feedbacks from the animation

Can see :

- what is being produced
- how much progress is made
- how fast is the production speed
- whether it's suspended

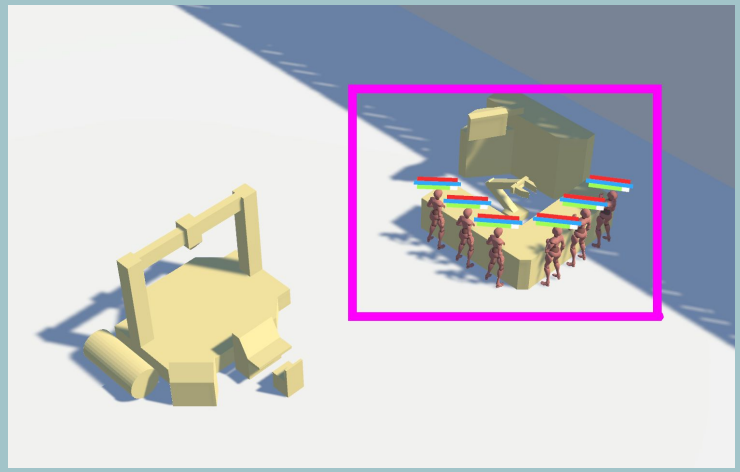


Improvements based on the feedbacks

Before:

Although some automatic method, the players still feel stressful

cannot get the joyful feeling that they are the rulers of the basement



Improvements based on the feedbacks

After:

Introduced factories recruit logic

Players only consider high level operations

Joy comes from being a controller
not a babysitter

What the feeling we what to convey?

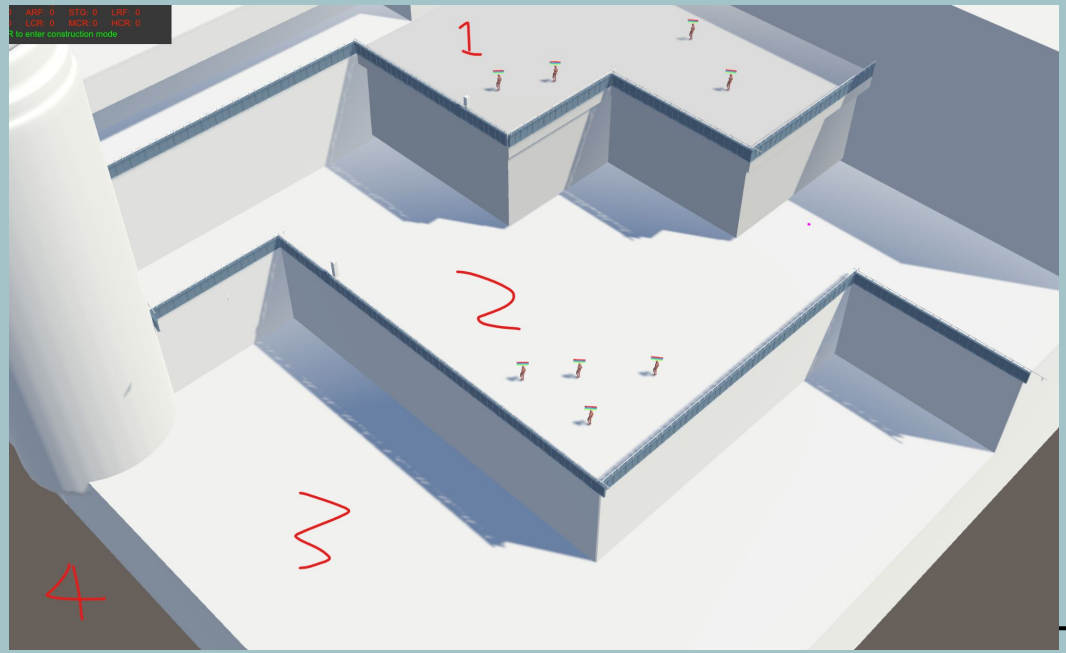
Player should enjoy the feeling or become a controller

We know there are lots going on, but we don’t have to worry about details

just pay attention to interesting things

Good suggestions in the feedback

As the game progresses, new areas can be opened up for players as rewards



Practical Problems we have encountered

- our pool of playtesters was low (but a diverse group of playtesters).
- bad performance
- Next time export the build for Linux and AppleOS to make it more accessible

What we have learned

- do not make the tutorial skippable or optional => players won’t use it
- using text is a bad idea, most won’t read it
- icons and pictures have stronger expression than words
- Appropriate rewards is necessary for players to keep playing the game
- not everybody has a RTX4090 and RTX 4080 GPU => bad performance on average 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

- fix all issues pointed out by play testers; they are easily fixable
- add some missing Layer 4 features
- bug fixes

THANK YOU
FOR YOUR
ATTENTION!