



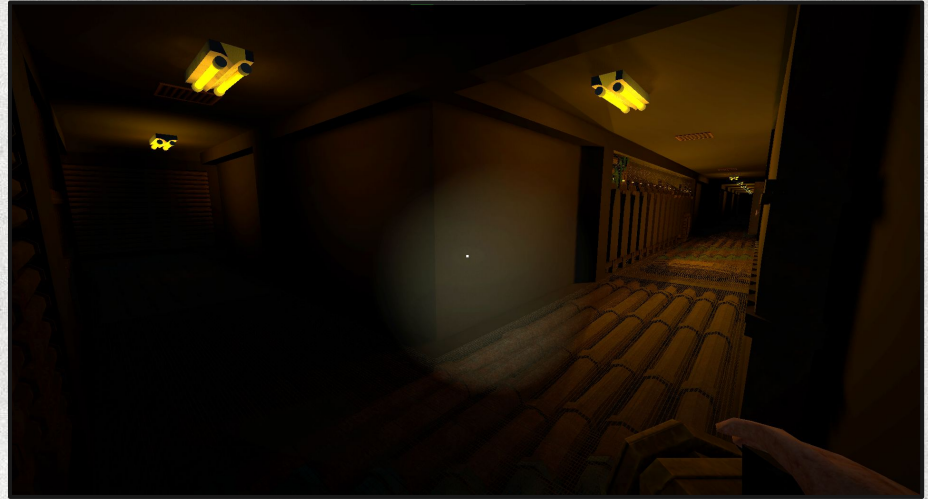
# **Abyssal Isolation Playtesting**

Team Submechanophobia || ☹️ || ☹️



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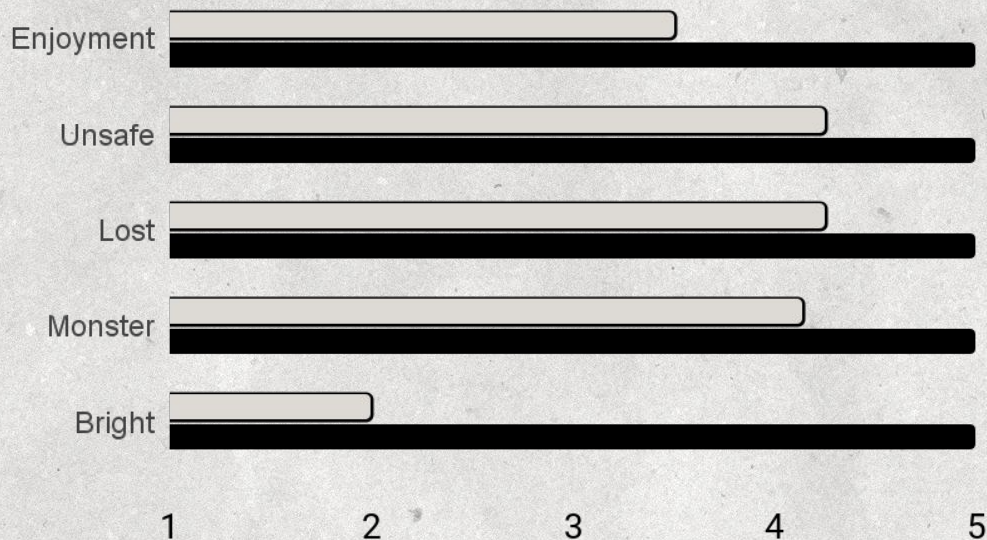
# Gameplay Images







# Survey Results



## Audience:

- Mostly 20s to 30s
- Mostly male
- Experienced Players
- Some Horror enjoyers  
... some easily scared
- Mixed claustrophobia





# Improvements

## 01 Peaceful Tutorials

Tutorial should be safe and without loss of resources

## 02 Aggressive Creature

Make creature smarter and more aggressive in lategame

## 03 Directional Signs

Communicate overall directions and room layouts to player with signs

## 04 Horror vs Machines

Better balance between management and horror gameplay

## 05 Brightness

Better calibrated brightness and gamma settings

## 06 Audio

Better audio balancing and feedback from interactions



# Already Implemented

## Reactor Icons

Players ran out of power too quickly and were left in the dark.

- ✓ Placed more batteries
- ✓ Added alternative lamp

## Better Torch

Despite tutorial explanation, players couldn't easily identify reactor readouts.

- ✓ Implement reactor icons

