

Gyros Döner

MILESTONE 5: PLAYTESTING

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For a smooth landing...


TUM Campus-Management-System TUMOnline
Technische Universität München

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TUM-Travel

 **Start Game**

 **Tutorial**

 **Exit Game**



Playtesters

Friends

- Gamers and non-gamers
- TUM students and non-TUM students

Watching them play or giving them the game to play in their alone time

Vastly different responses...

Questions

- Was there anything confusing about the game? If so, what were those?
- What are the fun aspects of the game you enjoyed and caught your attention?
- What are the boring/unrelated aspects of the game you realized?
- Would you add something to make the game more fun?



Feedback

“music was banger”

“I found it fun, the animations are nice, the assets are nice.”

“The punch combo feels too slow”

“It felt too simple and short”

“I liked that some students are much wilder, while others are easier to beat.”

“The game area is huge and empty.”

Analyzing and understanding the feedback

Key Takeaway: clarity and accessibility

- Objectives must be explicit; some people (non-gamers specifically) struggle without guidance
- Adapt gameplay for a wider range of abilities
- If the developers feel like something is lacking, the players will too

Changes

AFTER FEEDBACK

- **Utility AI** →
 - Jittery decision making → Consistent decision making
- **Scene changes** →
 - Loading screen to make the scene transitions more bearable
 - Damage Popups to increase combat responsiveness
 - Small adjustment on the boss level's computer color



Potential Changes

POTENTIAL FUTURE CHANGES

- **Level Variety** →
 - Adding the second level before the final release (as promised)
- **Adding More Props** →
 - Playable area looks empty
- **Combat Polish** →
 - Implement **stun** and make blocking more involved
 - Enhancing the combo structure and push player to use existing combos



Streets of Rage, Sega Genesis (1991)

THANKS FOR LISTENING!!!

ANY QUESTIONS?