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Our Testsettings



- ~5 testers per programmer
- Mainly friends + coworkers
- At home/Starbucks/work/community room/Discord with live stream
- Controllers available: PS4, XBOX 360, XBOX One
- 1 Level/5 minutes





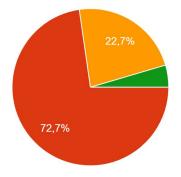
Questionnaire





Our Testers - Demographic

Please select your age group: 22 Antworten



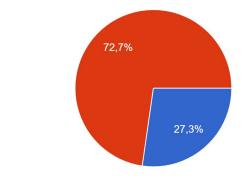
Please select your gender: 22 Antworten

Younger than 18

18-25

26-30

31-4041-5051-65Older than 65





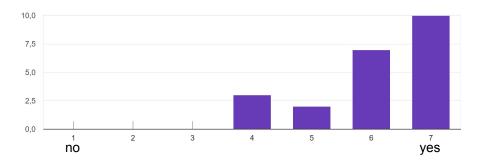
Female

Diverse

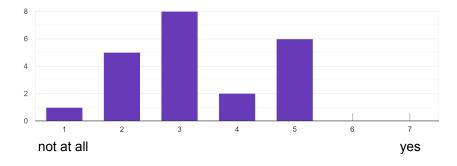
Male

Our Testers - Gaming Habits

I love to play games in my free time. 22 Antworten



How familiar are you with Fighting/ "Punch'n'Destroy" games? 22 Antworten

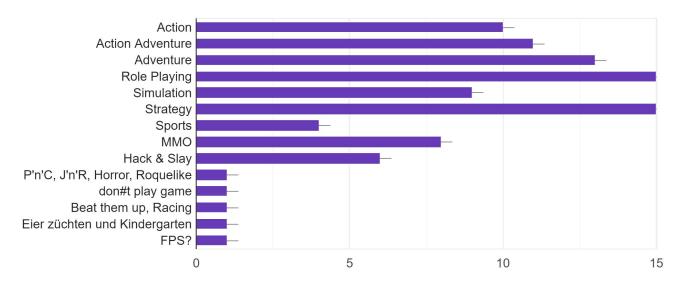




Our Testers - Gaming Habits

Please select all game genres you enjoy playing in your free time:

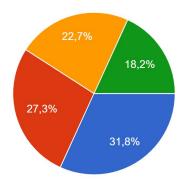
22 Antworten



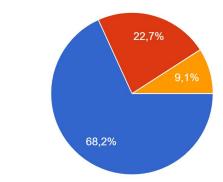


The game

How many rounds did you play? 22 Antworten



Did you complete the game 22 Antworten





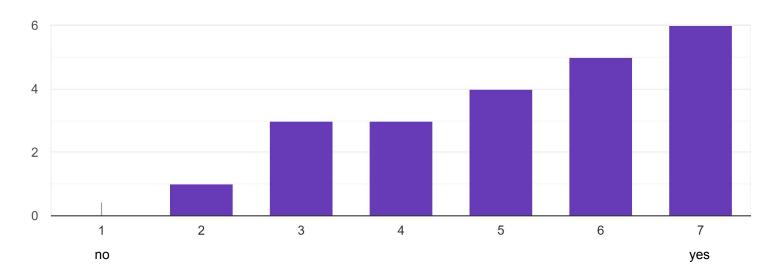
Yes

NoI don't know

The game - objective

I found the objective clear at all times.

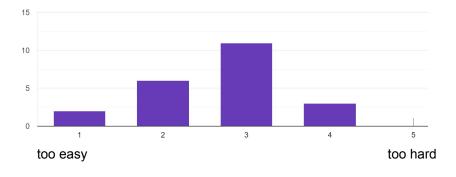
22 Antworten



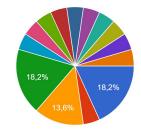


The game - difficulty

How do you feel about the difficulty of the game 22 Antworten



What do you think about the cops? 22 Antworten







Character Controls

It was hard to understand how to make the combos. I was wondering if the plus sign, A+A+B, for example, meant pressing A A and B together or one after the other.

66 The 4 face buttons would be enough for all actions (that I used) without holding down any triggers: A is hit (auto combo), X is kick (auto combo), B is fireball, Y is jump attack (or just put the jump to X while sprinting). Sprinting can still be the trigger.

66 Spamming xxb 99

Simplify the control pattern



Character Controls Simplified

| Attack | Buttons [XBOX] | Damage | Attack | Buttons [XBOX] | Damage |
|-------------------|-------------------|---------------|-------------------|-------------------|---------------|
| Punch | A | 25 | Punch | Α | 25 |
| Combo Swipe | A -> A -> B | 25 + 25 + 50 | ComboSwipe | A -> A -> A | 25 + 25 + 50 |
| Kick | X | 20 | Kick | X | 20 |
| StrikeKick | X -> X -> B | 20 + 20 + 60 | StrikeKick | X -> X -> X | 20 + 20 + 60 |
| Headbutt | A -> A -> Y | 25 + 25 + 100 | Headbutt | A -> A -> Y | 25 + 25 + 100 |
| ChargeAttacks | | | ChargeAttacks | | |
| Charge | Hold R | | Charge | Hold R | |
| JumpAttack | R+Y | 100 | JumpAttack | R+Y | 100 |
| ChargedStrikeKick | R+X | 100 | ChargedStrikeKick | R+X | 100 |
| Special Attacks | | | Special Attacks | | |
| Fireball | Hold L + B | 200 - 600 | Fireball | Hold B | 200 - 600 |
| Firestorm | Hold L + Y | 100 * seconds | Firestorm | Hold Y | 100 * seconds |



Moving through the city

66 Got stuck on small objects quite frequently

That you can run through the debris of destroyed objects, as I often got stuck on brocken parts and had to wait until they despawned. Sometimes the police also pinned me inbetween broken parts and it was hard to escape.

66 Zäune o.Ä. durch laufen zerstören (lvl2/lvl3 Voxilla)



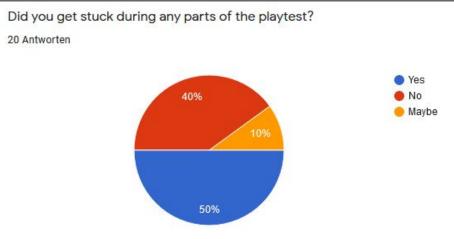
Moving through the city (literally)





The Problem child: Camera





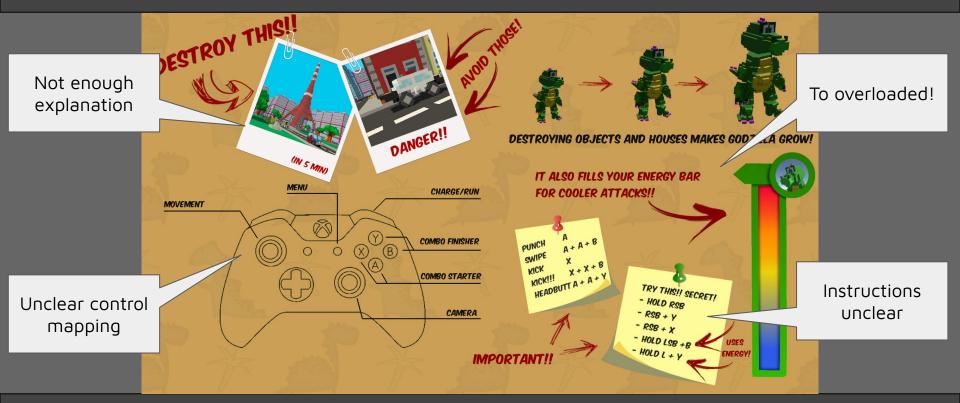


Appearance





UI - Tutorial screen





Appearance and UI





Appearance and UI

Not enough information

"When do I grow?"

"When can I use fireball?"





Appearance and UI

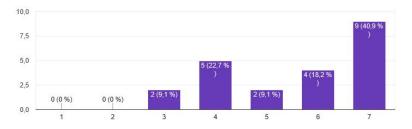




Good results

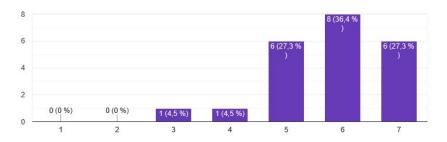
The performance of the game was very smooth during my play-test and I had no frame stuttering or other issues.

22 Antworten



I found the overall appearence of the game very appealing

22 Antworten





Good Results - In General







Good Results - In General







Questions?

