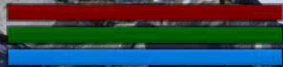




Meanwhile in Defend the City



*USE THE NUMBERS TO
SELECT AN ABILITY.*





Defend the City Playtesting

ToBeUmbenannt - Game Proposal
Josef, Sergey, Winfried

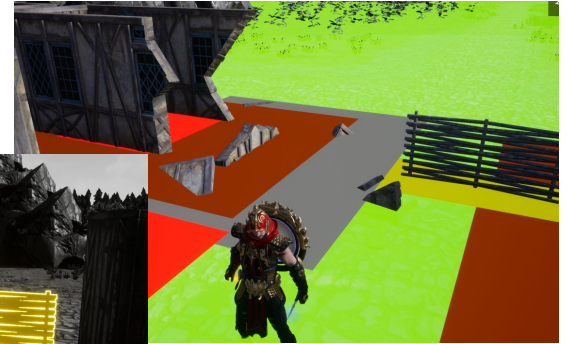
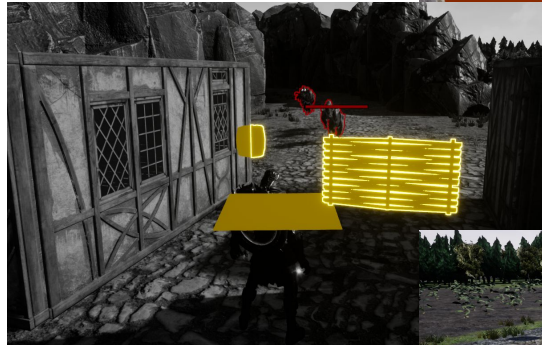




Defend the City

Changes/Fixes before Playtesting

- Finally implemented the path blocking of destroyed buildings
- Added mage vision (showing the outline of enemies and placed traps)
- Improved visuals and fixed several bugs
- Different AI types prioritize different targets



Playtesting - Observations

- NO ONE READS THE TUTORIAL!!!!
- Game is challenging (which is exactly what we planned)
- People used the traps (and occasionally the environment/buildings)
- Usage of traps and environment is impactful
- Overall good ratings
- Often several rounds were needed to develop good strategies

Playtesting - Changes

- Interface changes
 - Improved tutorial
 - Improved UI elements of structures
 - Trap selection was improved
- Balancing changes
 - Wave spawn timings
 - Adjusted amount of placeable traps
- Bug fixes
 - Minor bugfixes

Playtesting - Feedback

The ability to change camera position

Increased camera angle on teleport

Gradient slowdown for stamina meter

More traps and spells

Range for setting traps should be increased

Better interaction between traps (E.g. Ignited oilfield should explode barrel)

Playtesting - Feedback

Clarify the use of traps

Clarify goal of the game

The tutorial should be in the center to put more focus on it

The player should not be invulnerable to the traps

Teleport through walls and traps

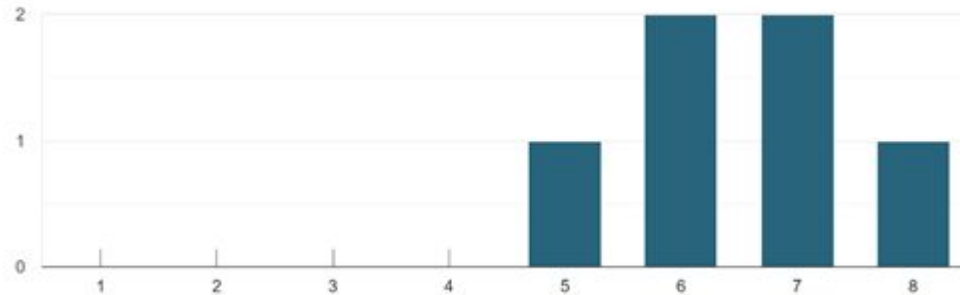
Less mana cost for the fireball but also less damage per fireball

Playtesting - Feedback

Overall, the testers enjoyed the game!

Rate your overall game experience.

6 Antworten



Discussion