

# Destruction for Dummies

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The logo for Big Idea Bullseye, featuring the text "BIG IDEA BULLSEYE" in white, bold, sans-serif font. The text is arranged in three lines: "BIG" on the top line, "IDEA" on the middle line, and "BULLSEYE" on the bottom line. The logo is set against a red circular background that is part of a larger bullseye graphic with concentric circles in shades of red and teal.

**BIG  
IDEA  
BULLSEYE**

A large, 3D-style red arrow pointing to the left, with a dark red shadow on its right side, giving it a sense of depth and direction.

**DESTRUCTIVE PUZZLE PLATFORMER**

A large, 3D-style teal arrow pointing to the left, with a dark teal shadow on its right side, giving it a sense of depth and direction.

**LEVEL EDITOR**

# Puzzle Platformer

- 2.5D
- Level build from blocks
- Almost every block is destructible
- Blocks have different properties / effects



# Playtesting

Welcome and short introduction	~5min
Playing the main game	~15min
Testing the level editor	~5min
Filling out the feedback form	~10min
Casual talk about the game experience	~5min



# Feedback Form

- User Data
- General Experience: “The Game Experience Questionnaire”
  - by IJsselsteijn, W. A., de Kort, Y. A. W., & Poels, K. (2013) Technische Universiteit Eindhoven
- Editor
- Game Design
- Final Remarks

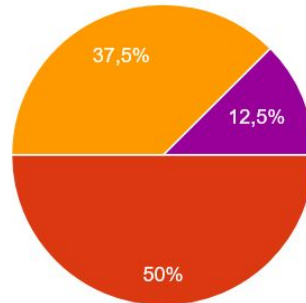
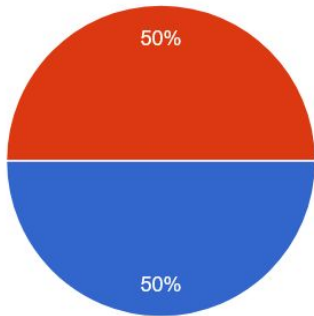


# The Results



# Playtest stats

- 8 Testers
- 4 Female, 4 Male
- Mostly ages 18 - 24
- Majority well versed with games




# Score table

## The Game Experience Questionnaire

Green color indicates that we want a high score and red that we want a low score for that column.  
Orange means we want a medium score of 2.5.

Competence	Immersion	Flow	Positive affect	Challenge	Negative affect	Tension
3.3	3.5	3.6	3.4	4.5	1.8	2.9

1.0 = not at all  
2.5 = medium  
5.0 = extremely



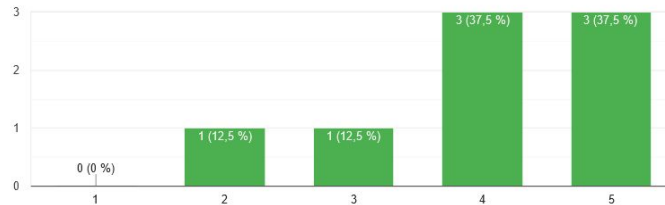


# Findings: The good

- Players felt more or less successful
- People impressed by the game
- Game was not considered tiresome
- Game absorbed most testers completely
- Effects and animations were well received
- Editor was very well received

I found it impressive

8 Antworten

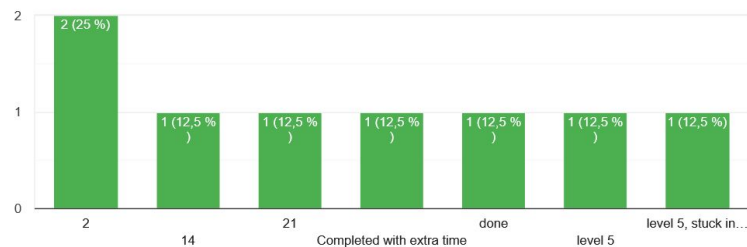


# Highlights

- Most popular block: Respawn
- Least Popular block: Charge
- Only 3 testers have cleared all 21 levels
- Others stuck mainly on level 2 and 5

How far did you get?

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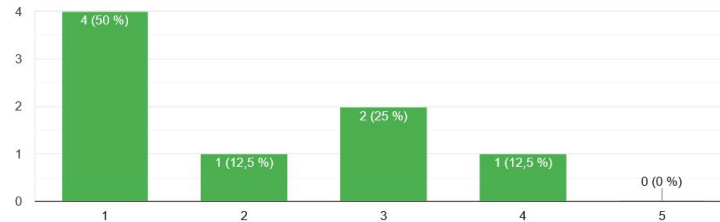


# Findings: The not so good

- Testers were frustrated
- Game found to be (too) challenging
- Player collider too big
- Zoom feature needs improvement

I found it tiresome

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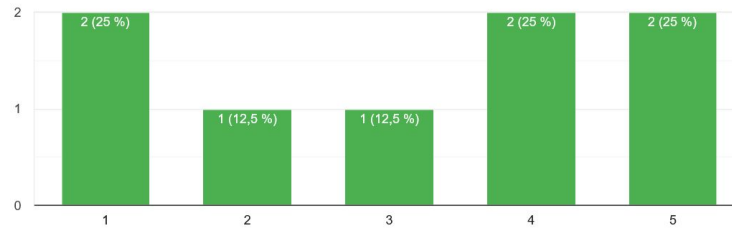


# Findings: The other

- Moderate interest in the game's story
- Required effort
- Playing felt good, could have been better

I was interested in the game's story

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# Testers' suggestion

- Invincibility blocks
- Speed boost blocks
- Story blocks
- Teleportation blocks
- Moving blocks
- Invisible blocks



# The Changes



# Implemented changes

- Zoom out
  - Shows level from start platform, slight zoom out otherwise
- Dialogue cancel
  - Skip dialogues
- Streamlined difficult levels
  - Adjusted earlier levels, ironed out the game's difficulty curve
- Stone block: increased destruction time
- Charge block: better textual info, added effects
  - A circle of particles around the player indicates the explosion radius clearly
- Adjusted player collider
  - Changed the model's axis for a tighter fit for the collider



# Planned changes

- Visual FX for blocks in the explosion range of charge block
- Delete areas in the editor
- Further tweaking of physics and player collider
- Make the small jumps smaller
- Color tint blocks that are about to vanish
- Further tweak new zoom feature





# Questions / Feedback



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