Team Rocket

Alexander Müller, Maximilian Mayer, Jan-Philipp Fahlbusch, Lukas Goll

beyond reach

5. Milestone
Playtesting

Test Setup
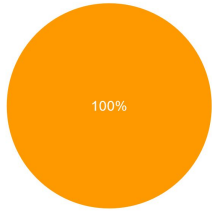
- Steam Dev Build

- Discord Screenshare (majority)
- Personal Session

- Participants played on own Hardware

Beyond Reach

▶ PLAY YOU'VE PLAYED 120 hours
LAST PLAYED Yesterday

GAME INFO

To launch Beyond Reach, click the Play button above.
To find others who play Beyond Reach, join a related Steam Community group. To see what games your friends are playing, Add a Friend to your Steam Friends list.
If you need technical support with this game, check out the Beyond Reach Steam Forums or visit Steam Support.

LINKS
Community Hub
Discussions
Related Groups
News
Store Page
Community Guides
Support
Write Review

CATEGORIES
Development
Change categories...

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Who was Tested?

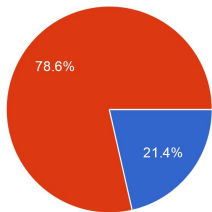## Please select your age group:
14 responses

- Younger than 15
- 15 - 20
- 21 - 30
- 31 - 45
- 46 - 65
- Older than 65
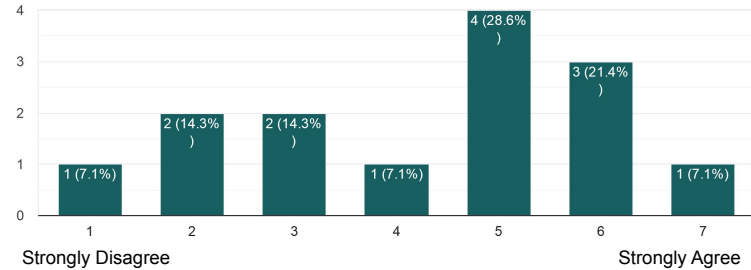
100%

Please select your gender:
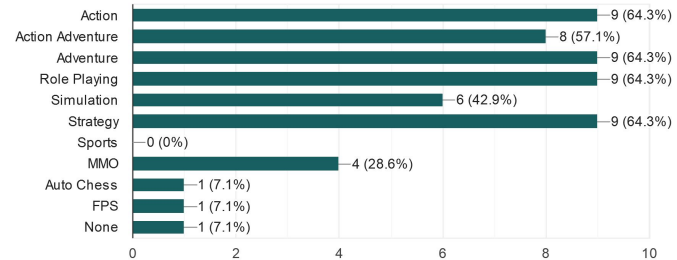14 responses

- Female
- Male
- Prefer not to say

78.6%

21.4%

I love to play strategy games in my free time.
14 responses

Strongly Disagree — Strongly Agree

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

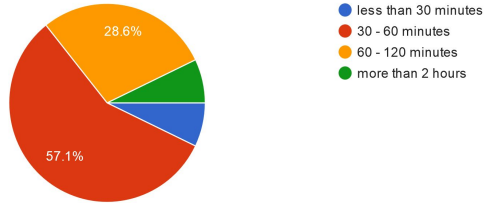| Genre	Count
Action	9 (64.3%)
Action Adventure	8 (57.1%)
Adventure	9 (64.3%)
Role Playing	9 (64.3%)
Simulation	6 (42.9%)
Strategy	9 (64.3%)
Sports	0 (0%)
MMO	4 (28.6%)
Auto Chess	1 (7.1%)
FPS	1 (7.1%)
None	1 (7.1%)

General Experience

How long did you play-test the game?
14 responses

- less than 30 minutes
- 30 - 60 minutes
- 60 - 120 minutes
- more than 2 hours

28.6%

57.1%

How long did the game feel?
14 responses

Too Short — Too Long

	Skill	Chance
Mental Calculation	Go, Chess, Civilization	Poker, Backgammon	Blackjack, Chutes and Ladders
	Warcraft, Starcraft, Tetris	
Physical Dexterity	Devil Dice, Unreal, Halo	Operation, Kerplunk
	Basketball, Football, Dance Dance Revolution	Tag	Pin the Tail on the Donkey, Whack-a-mole, Twister
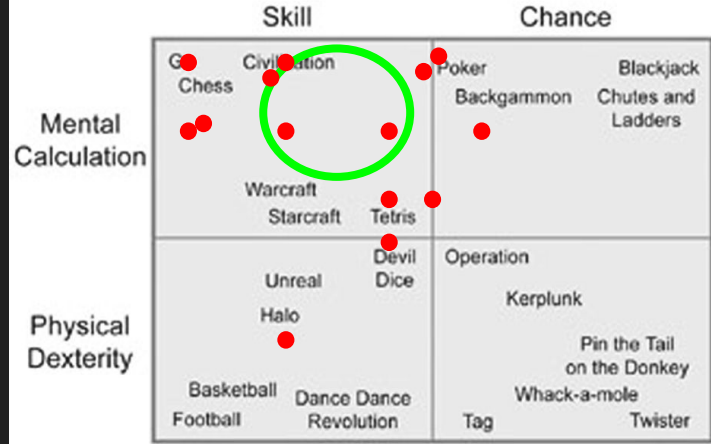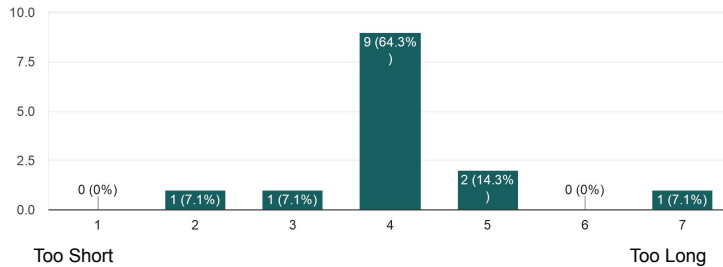
I found the game very frustrating to play.
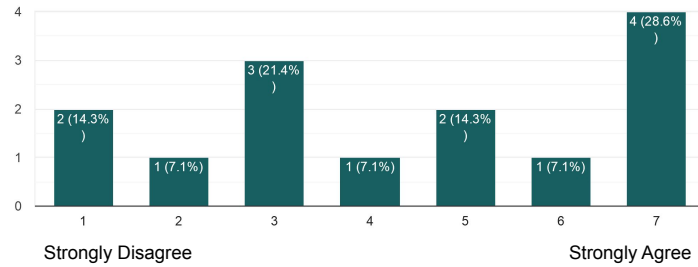14 responses

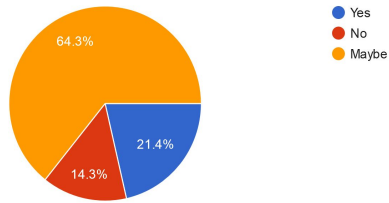Strongly Disagree — Strongly Agree
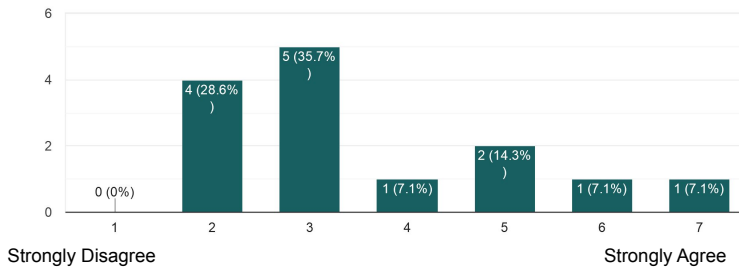
Gameplay Loop

I found the objective clear at all times.
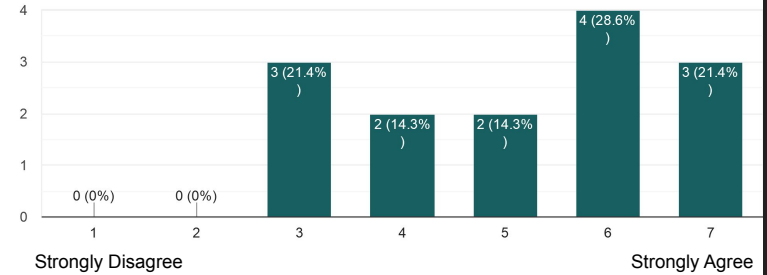14 responses

Did you get stuck during any parts of the playtest?
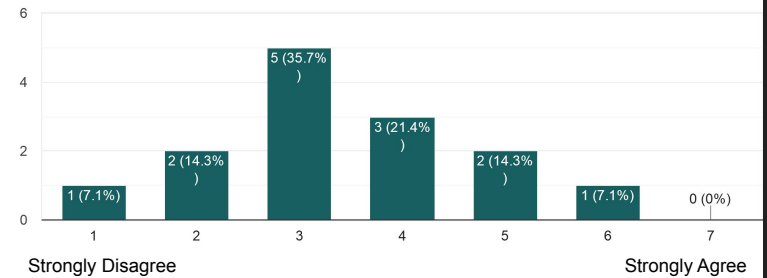14 responses

I found the rules of Beyond Reach very logical and easy to follow.
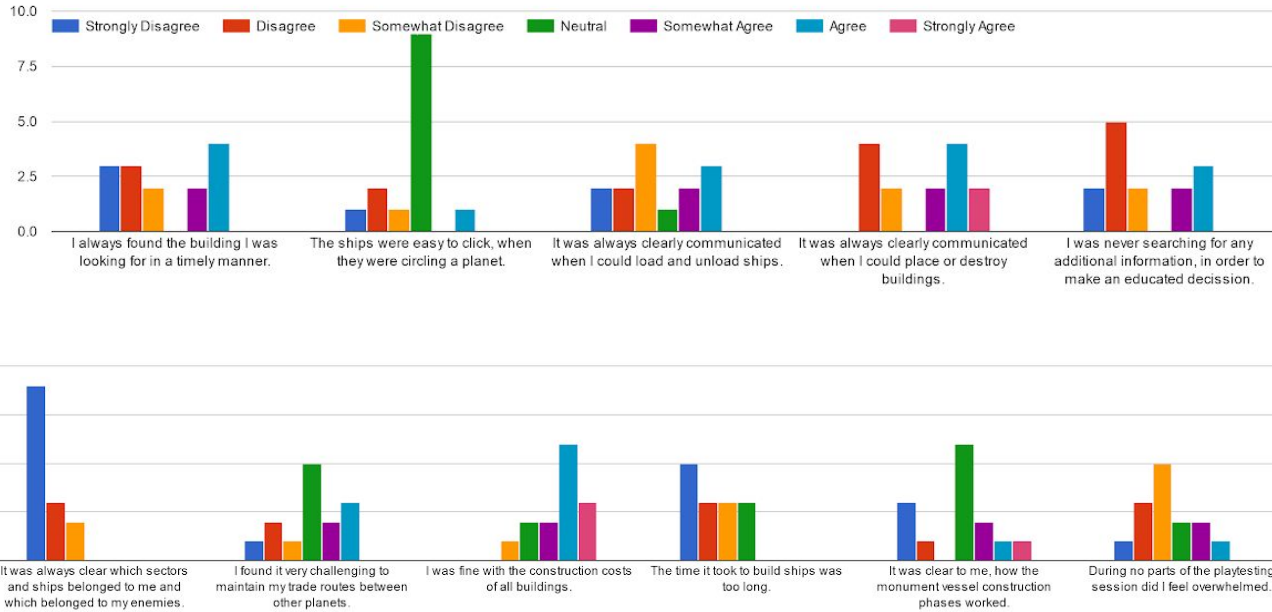14 responses

I found the tutorial very helpful and it appeared always at the right time.
14 responses

Gameplay Loop

Questions regarding gameplay

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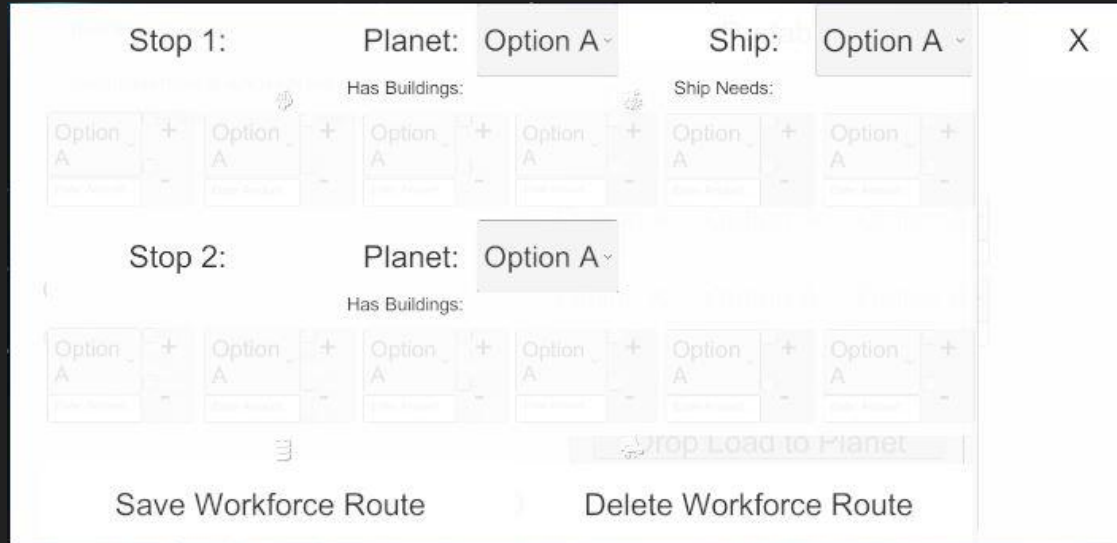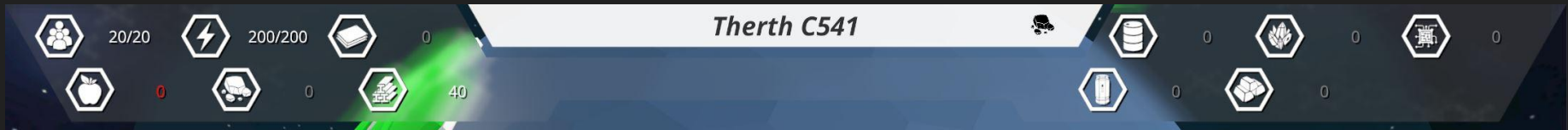
Gameplay Loop Changes

- Tutorial System
  - Switch to Task Based Style
- Resource Updates
  - Construction Cost Refunds
  - Avoid Deadlocks
  - Pause Production
- Time Scaling (Faster Game Speed)
- Renaming of some Resources, Buildings and Ships

UI - Placeholder

- Replace placeholder UI with polished UI

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UI - Additional Information

Therth C541

Building Name

This is a generic building info description. It should be replaced during runtime by loading the actual data from the included building json file.

- Expose additional Information:
  - Resource Stats
  - Information on missing resources
  - ...

UI - World Space UI Update
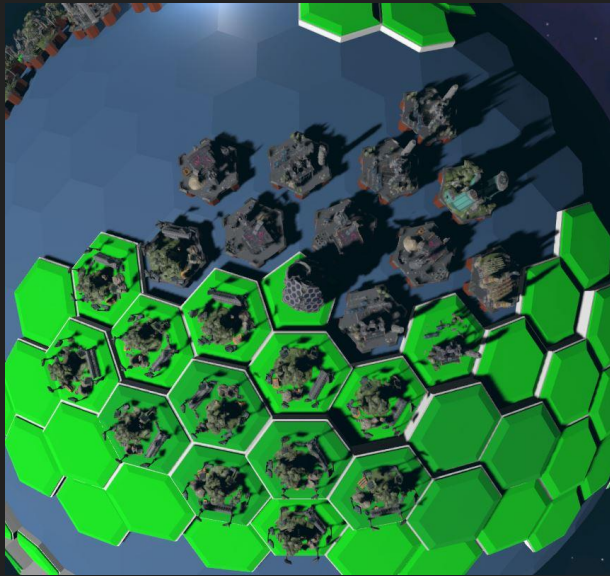
- Sector borders, Sector center locations, Faction indicator

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UI - Space View

- Space view updates: Ship routes & locations

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Performance

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

14 responses

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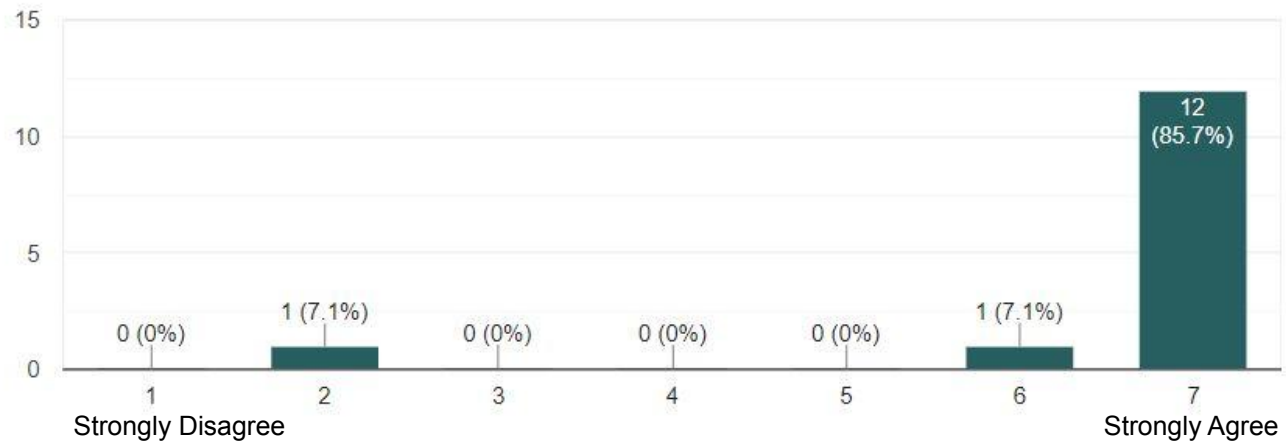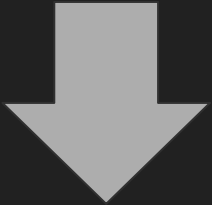
AI

Reactions :

- To fast at early game
- To slow in late game
- Lack of interaction

-> Polish AI behaviour(s!) with wait times
and difficulty settings.

Difficulty

- strategic complexity quite promising
  for an early stage
- overall no strong unfairness
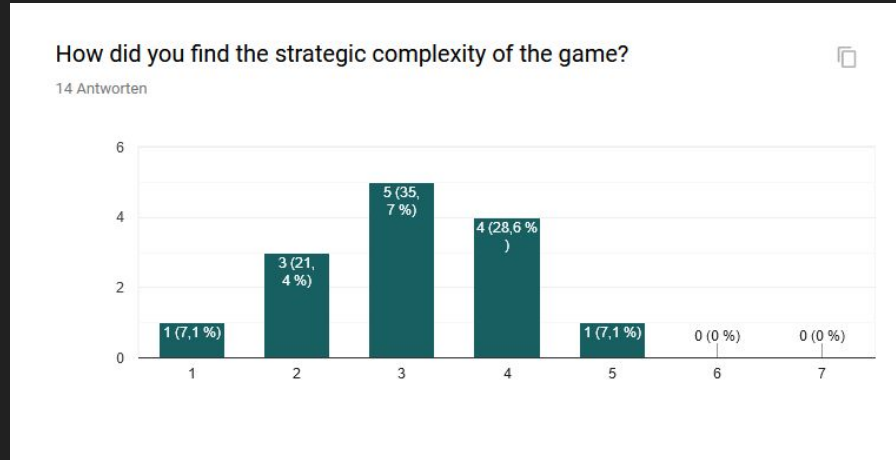
Improvements suggestions:

- Cargo transfer
- Exploration

To easy <-------------------------------> To Difficult

Controls and Input

- Feedback:
  - Controls rather intuitive
  - Very easy to remember
  - Sometimes awkward

Sector Focus

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Planet rotation +
Planet travel anim.

Cam

WORK IN PROGRESS
EDITOR RUNTIME
709420

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Min
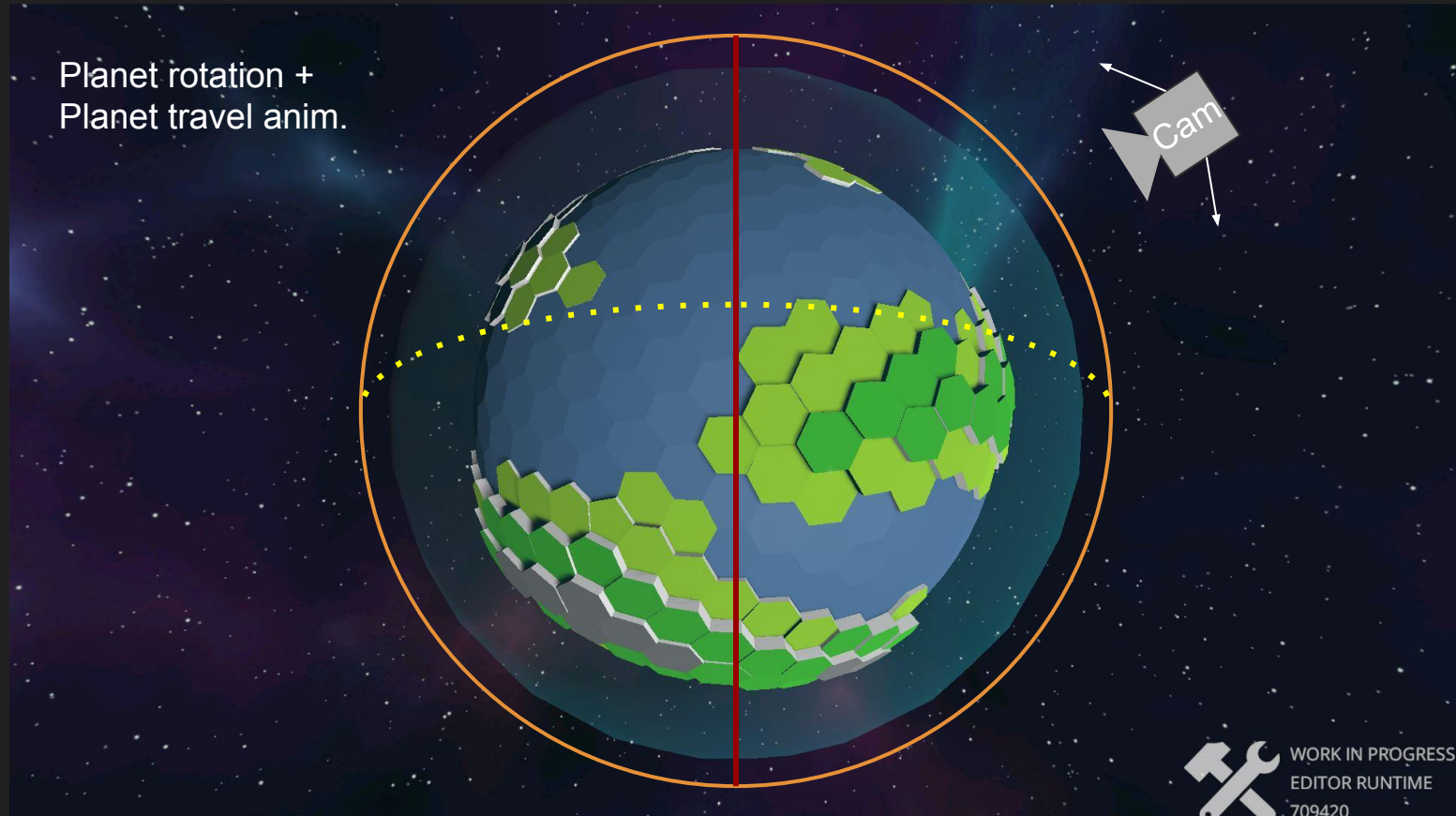
PHASE		TARGET CODE					DEV	DETAILS	Q3			
		Functional Minimum	Low Target	Desirable Target	High Target	Extras			JUL			
								PROJECT WEEK:	24	1	8	15
1	Game Design						Everyone	- Deliverables		Report Presentation		Report Presentation Video Compiled Game
							Everyone	- Playtest	Playtesting DT	Playtest Session	Playtesting	Playtesting
							Everyone	- Components	Create Questionary Playtest Scenario	Feedback Analysis		
2	Modelling						Jan, Maxi	- Base Models		Polishing	Add Powerplant	Add More Emission
							Alex	- Tile Models		Polishing		
							Alex	- Special Effects	Visual Effects	Polishing	Polishing Add Sector Highlight	Polishing
							Jan, Maxi	- Moving Models		Polishing		
3	Scripting						Jan, Maxi	- Gameplay	Adjust Gameplay Gameplay polishing	Apply Feedback to Game Polishing		
							Lukas	- Artificial Inteligence	Fine-Tune DT AI AI Polishing	Strategic Variation for AI	Strategic Varaiation for AI	Strategic Variation for AI
							Alex	- Planet Generation		Polishing	Different Terrain	Different Terrain
							Jan, Maxi	- Game Systems		Polishing		
							Alex	- Tools				
							Everyone	- Bugfixing & Polishing	DT Bug Fixing General Polishing	Bug Fixing	Bug fixing Polishing	Bug fixing Polishing
4	Rendering						Alex	- Render Backend	Visual Enhancements	Visual Enhancements	Polishing	Polishing
							Alex	- Tech Art	Visual Polishing	Polishing	Fancy Visuals	Fancy Visuals
							Alex	- Shaders	Visual Polishing	Polishing		
5	UI						Alex	- Menus	Advanced Tutorial	Advanced Tutorial	Add Task List	Finish Menus
							Alex	- In-Game	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI	Fancy In-Game UI
							Alex	- HUD	UI Polishing	Polishing	Add Space Overview for Ships and Trade Routes	Mouse Hover for Resources and Buildings
6	Sound						Maxi	- Effects	Sound Effects	Sound Effects	Polishing	Polishing
							Maxi	- Soundtrack	Sound Polishing	Polishing		

Playtesting Milestone

Final Release Milestone

TUM

Questions?

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End

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