

**ALMOST**

**A.I.M.**

**~~ARTIFICIALLY INTELLIGENT~~  
MACHINES**

**NIKITA | LIOU | JAN | KONSTANTIN**

**COMPUTER GAMES LABORATORY SS19**

**BIG  
IDEA  
BULLSEYE**

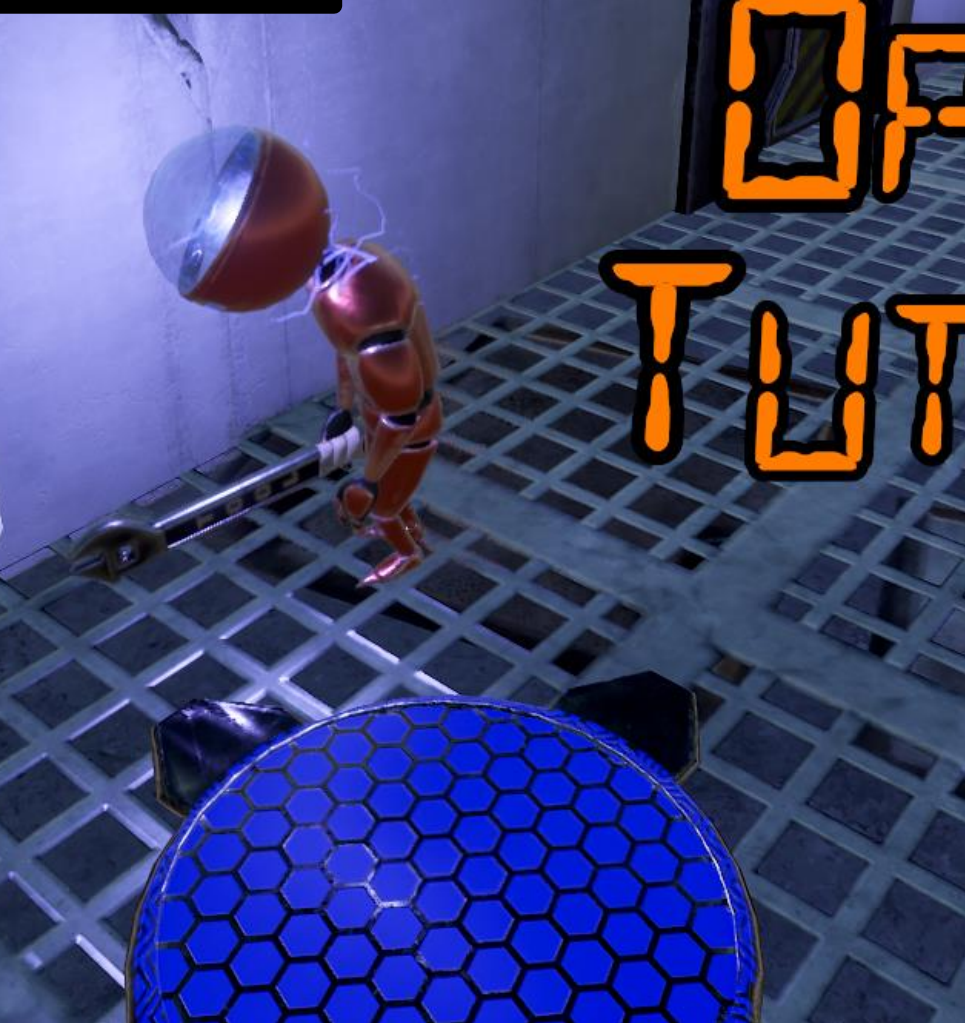
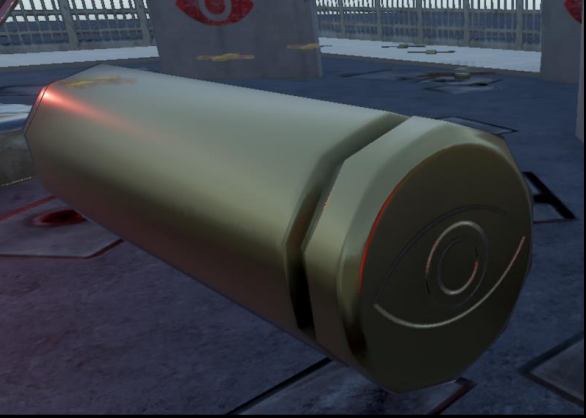
**DYNAMIC ROBOT BOSS BATTLES**

**MULTIPLE AI BEHAVIORS**

# POLISHING

WHAT DID WE CHANGE BEFORE  
PLAYTESTING?

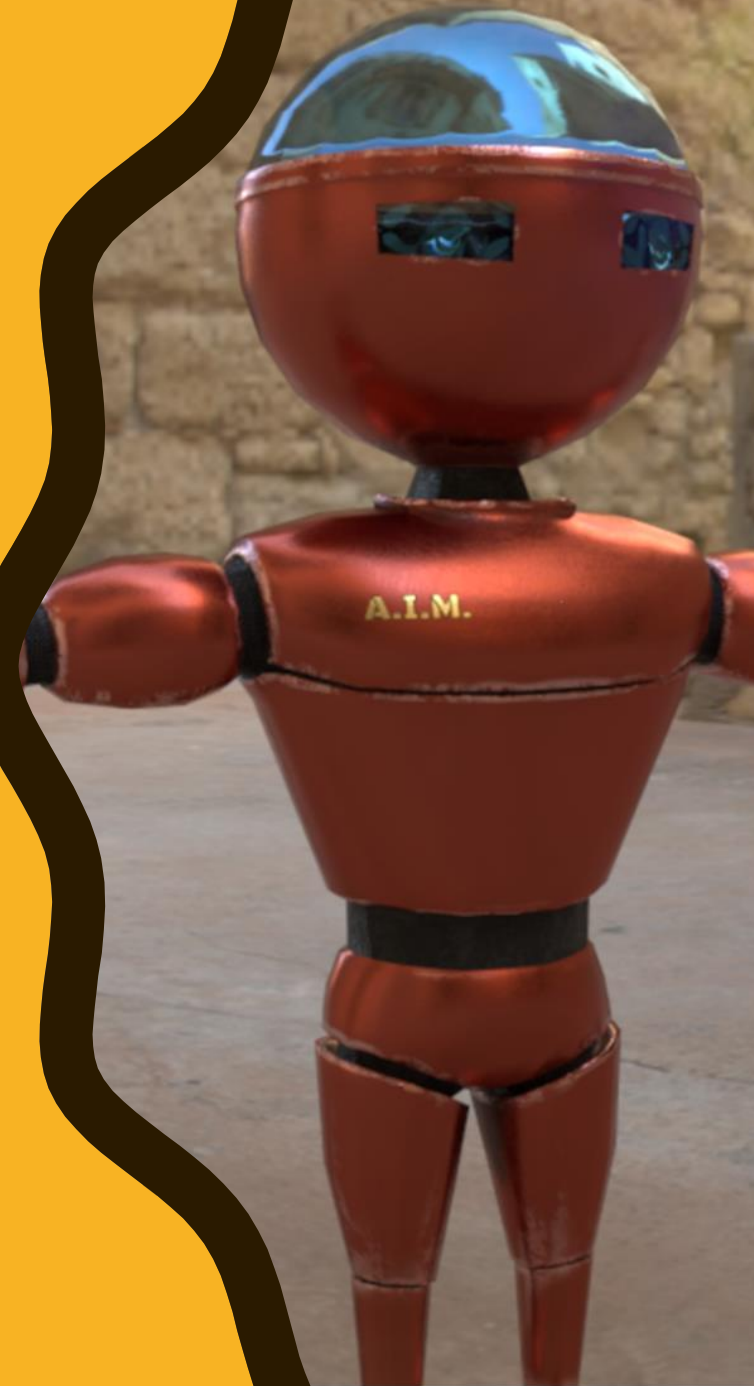






# PLAYTEST PROCEDURE

HOW WAS THE PLAYTESTING CONDUCTED?

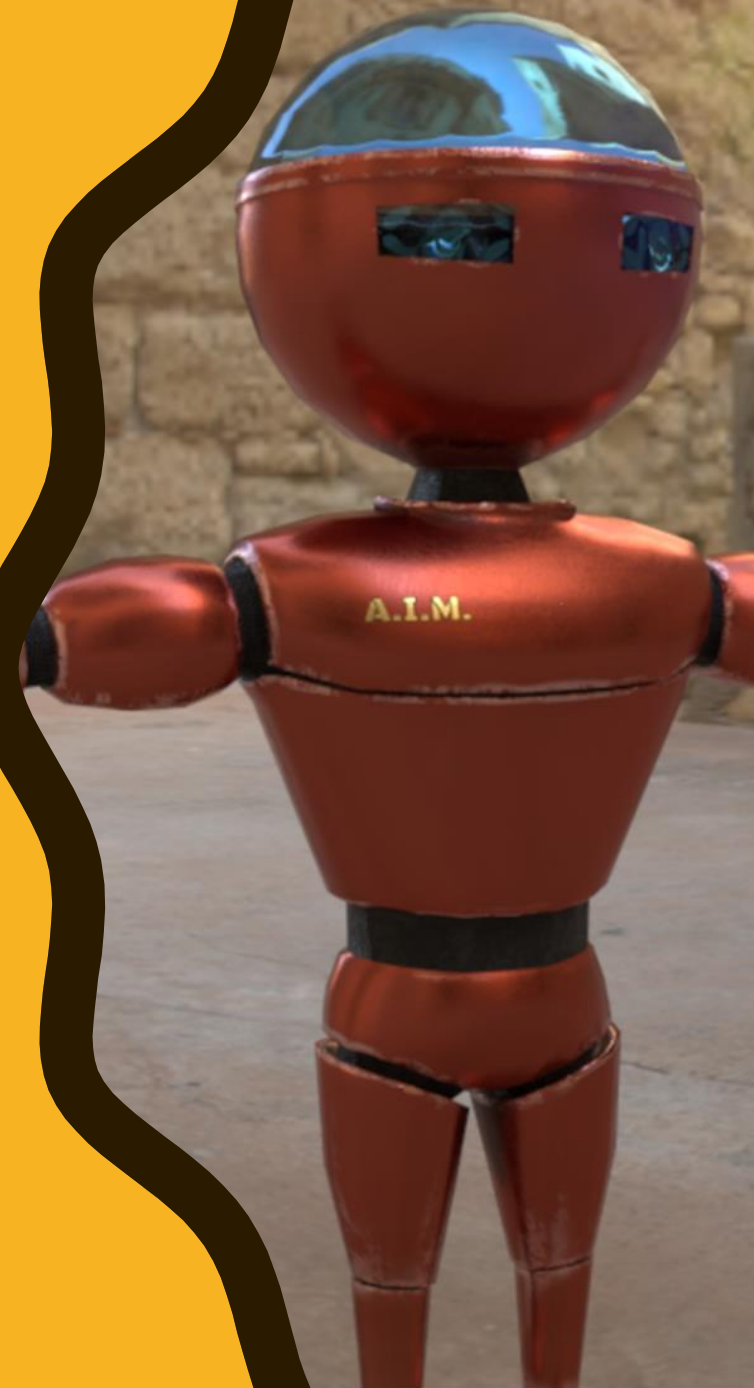


# PROCEDURE

Introduction	~5 min
Tutorial	~5 min
Main Game	~10-25 min
Feedback Form	~5 min
Casual Talk	~5 min

# PLAYTEST RESULTS

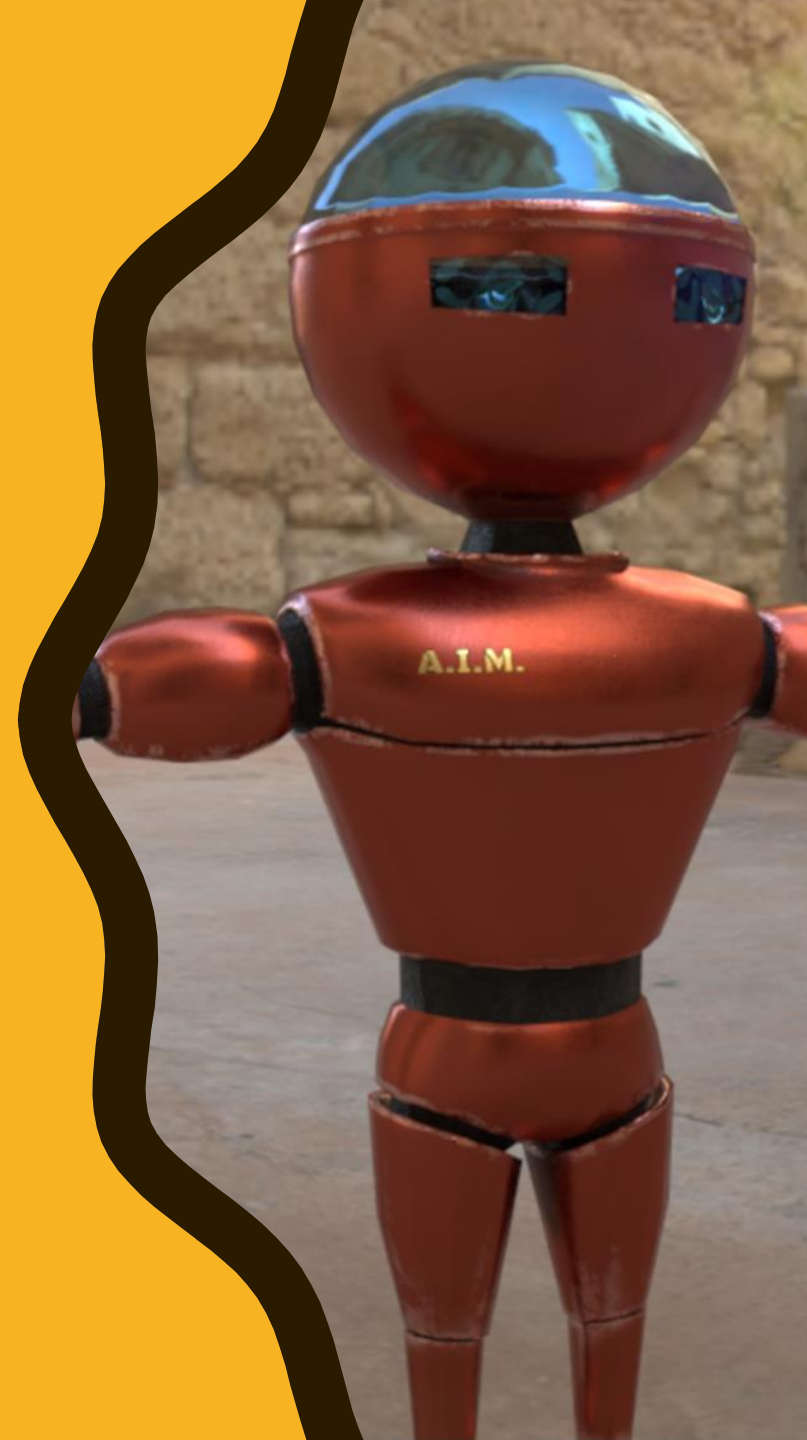
WHAT DID WE LEARN?





# PLANNED CHANGES

WHAT'S NEXT?



# PLANNED CHANGES

- Improve Tutorial
- Improve Controls
- Different Difficulties
- Adjust Boss (Evil Beam, LALA, Eye Weakspot, Sawblades)

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