Dark Rip
Playtest

Moritz Kohr

Phillip Hohenester

Erik Franz

Organization

- Playtesters: Mostly friends and family

  – But also students from Moritz's/ Phillip's tutorials

- Players were presented with the game and had to learn it on their own

- Afterwards they were given a short questionnaire to answer

Playtesting Results

- Orbit mechanics are hard to learn

- To slow paced without time warp

- We should have asked if people have played Kerbal Space Program before…

Cool answers

- Did anything feel odd/ out of place/ not fitting the game?
  - "Sowohl die Base als auch die Asteroiden benutzen das selbe Model"
- Was the game difficult or easy?
  - "[…] fühlt sich aber etwas rng abhängig an […]"
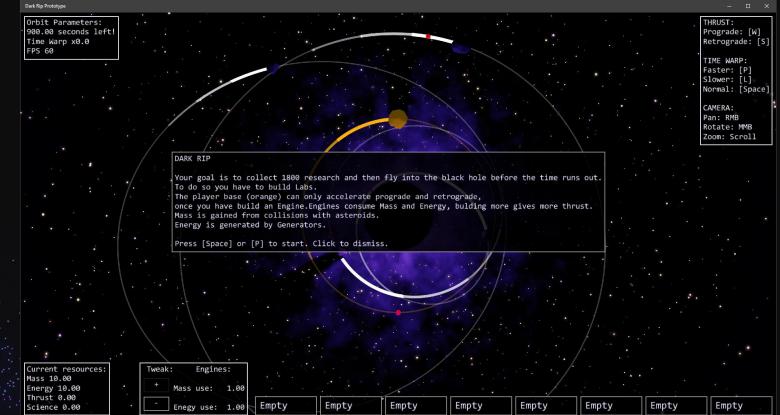
Playtesting Results - Changes

- More thrust per engine

- More starting mass

- Improvements to Asteroid spawn

Playtesting Results - Additions

- We need a proper tutorial

- More visual feedback for player actions

- Music would be nice

Implemented Changes

- Added Tutorial Text

Other Additions

- Engine (building) efficiency tweak
- Time warp can be set to 0
- Improvements to Orbit Indicators
- Improvements to UI
- Configuration parser