



Team Plot Twist

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Fatal Tides

5. Milestone
Playtesting

Organizing the Sessions



- Online Sessions with Friends
- Sessions consisted of **one** Developer playing with his Friends
 - Playing one or more rounds
 - Answering our questionnaire afterwards
- Developer taking notes during session

Questionnaire



Split into 5 parts:

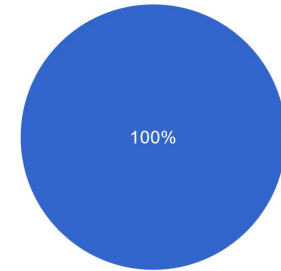
- General Questions
- Formal Elements
- Procedures, Rules, Interface and Controls
- Specific Question on Gameplay
- Finishing Questions

General Results

- Concept and Theme are very good
- Tutorial was very helpful
- Controls make sense
 - But the Implementation is lacking
- Network-Lag hinders Fun
- A Menu and Lobbies are vital features

Did anything feel clunky or awkward?

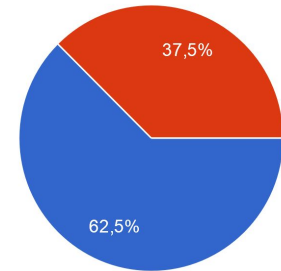
8 Antworten



● Yes
● No

Would you purchase this game?

8 Antworten



● Yes
● No

Planned Changes and Additions

- Add Main Menu and Lobby
- Change and Expand Camera Controls
- Optimize Networking
- Continue to Balance other Controls and Polish Game Variables
- Add more visual Effects as Feedback for the Players
 - Particles and Animations
 - Interface
- Improve Water Shading
- Quality-of-Life Improvements: UI, Sound...
- If time allows: Power-ups



Thank you for your attention!

Questions or Suggestions?