

ChronoQueue



Alpha Testing: Milestone 5

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Playtesting structure

Process

- Ask player to think out loud
- Act as neutral players (1 vs 1)
- Play 2-4 rounds
- Evaluate actions and responses
- Ask Questions

Playtesting structure

Some Questions

- What was the experience with the controls?
- What strategy did you use?
- What difficulties did you encounter?
- How did the Phantoms impact your game?

Playtesting Feedback

Menu & Navigation

- Font reduces readability
- Navigation with joystick is not supported
- Missing menu selection indications
- Participants want to choose colors

Playtesting Feedback

Game Rules & Balancing

- Game time for 2 Players was ok

- Mixed results in visual cluttering
- First Phantom too far from player
- Revenant team not clear
- Clarity on Revenant health

Playtesting Feedback

Controls & Gameplay

- Controls are intuitive and fun
- Melee attacks do not feel impactful enough
- Advantage of charging and amount of charge of the attack was not obvious

Playtesting Feedback

Appearance & UI

- Headbutt attack animation not clear enough
- Some problems in the Arena
- Losing track of character
- Dmg not immediately visible
- Timers and health are hard to see immediately

Playtesting Feedback

Features

What they would add:

- Dmg numbers on hit
- Dashing ability
- More effects
- Inbuilt Combos