Updates

- Ride info & upgrades / modifications

- Visitor animations

- Added Music & Sound Effects

Carousel

Ride Capacity:
3 visitors

Runtime:
5 seconds

Upgrade Capacity   Upgrade Speed

Playtesting: Participants

- Mostly friends & family

- People from different backgrounds and age groups

- A mix of casual and hardcore gamers

Feedback : Visuals

- Visuals are generally liked, the models and colors suit the theme and feel of the game.

- More animations and icons could be added to express the status of the rides. Visitors could have emotion indicators (like Sims games)

- Following everything going on in the game is hard. Visitors all look the same.

Feedback : Gameplay

- Managing visitors is fun for a while but gets overwhelming as their numbers grow very quickly

- No end goal, trying to survive as long as possible is not interesting for some players, it might feel aimless and repetitive, a scoreboard could be added

- Game starts too slow/boring, players can often survive without using ride upgrades or interacting with visitors. But the game can also end without warning very quickly if few visitors get unsatisfied due to a problem

Feedback : Progression

- More customization and more interesting ride upgrades could be added for a longer playtime

- It would be interesting if more rides were unlocked as the player advanced through the game. (Start with a single ride and grow the park until it has many different rides)

Need 10 more satisfied customers to unlock
The Carousel

Progression: Concept art

Feedback : Controls

- Quite hard to control if you are not using a mouse, especially non-gamers had difficulty interacting with fast moving visitors.

- Interacting with a group of visitors instead of a single one could create more interaction opportunities. (Like box selection in RTS games)

- Game controls could be fun on a mobile device too (especially moving visitors around), our participants asked if they could play on mobile too

Use Left Click to move and drag visitors around the park

Feedback : UI

- Ride info UI is nice and simple but costs and benefits of upgrades are properly not shown to the player

- Player score / number of satisfied and unsatisfied visitors can be more detailed. A warning could be shown to the player if a game over state is near

Feedback : Extra Ideas

- Upgrading rides could make them more popular among the visitors.

- Upgraded rides could get visual improvements to indicate that. It would also help to create a sense of accomplishment to the player

Improvements / Changes

- Changed the tutorial to better explain the game and controls

- Added more animations to visitors (waiting, panicked, in the air etc.)

THANKS!