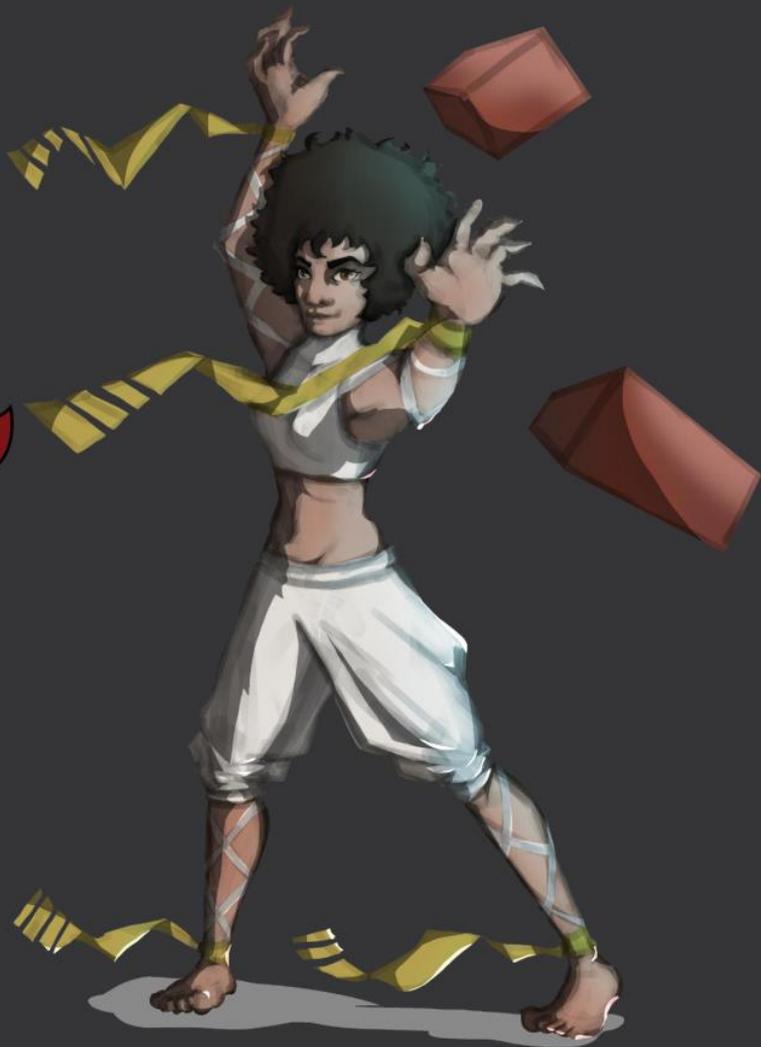


# ARTISTA

Even at Worlds end,  
there is still time for one  
great final show.



# Organization

- 4 Separate playtests
- 1 at TUM
- 2 at MDH
- 1 with friends
- (Playtest at MDH next Wednesday)

# Testers

- 2 games engineers at TUM
- 2x 2 Gamers at MDH
- 3 Friends that are casual gamers

# Character Controls - Feedback

- Jump feels uncontrollable
- Walking does not fit the game
- Stamina system too limiting
- Bugged climbing mechanic



# Character Controls - Changes

- Increase character gravity
- Walk-run to jog-sprint
- Rebalance stamina, remove from running
- Improve climbing mechanic



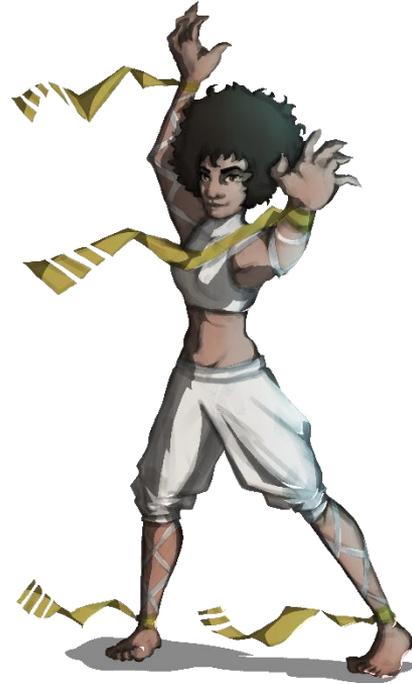
# Telekinesis - Feedback

- Should overall feel stronger
- Heavy object feel too heavy
- Release-throw uncontrollable
- Unclear object selection
- Missing ability indicators



# Telekinesis - Changes

- Increase forces and control
- Use different velocity scaling
- Remove extra release force
- Make crosshair more visible
- Add a placeholder ability UI



# Arena - Feedback

- Too large and empty, too tight
- Obstacles are not recognized
- Inconsistent object distinction
- Players got stuck



# Graphics - Feedback

- Arena too dark
- Freeze effect too weak
- Other effects are good



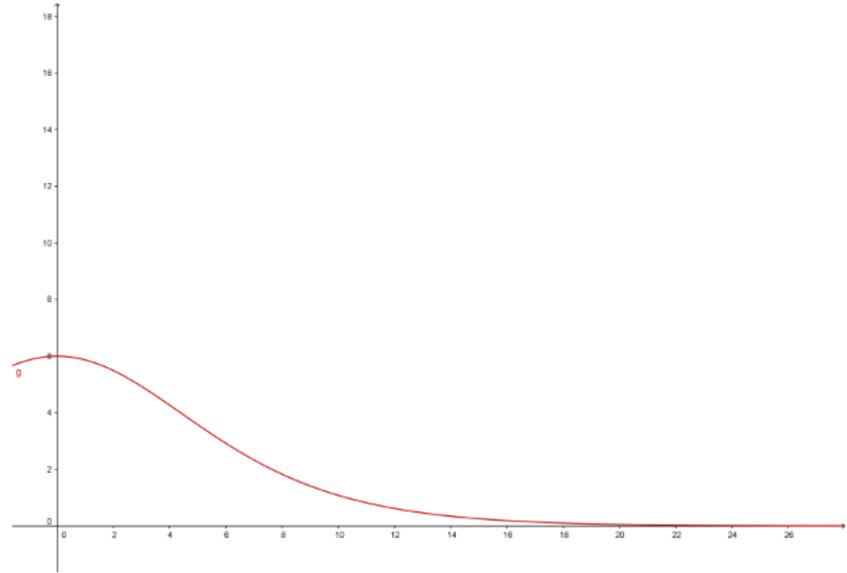
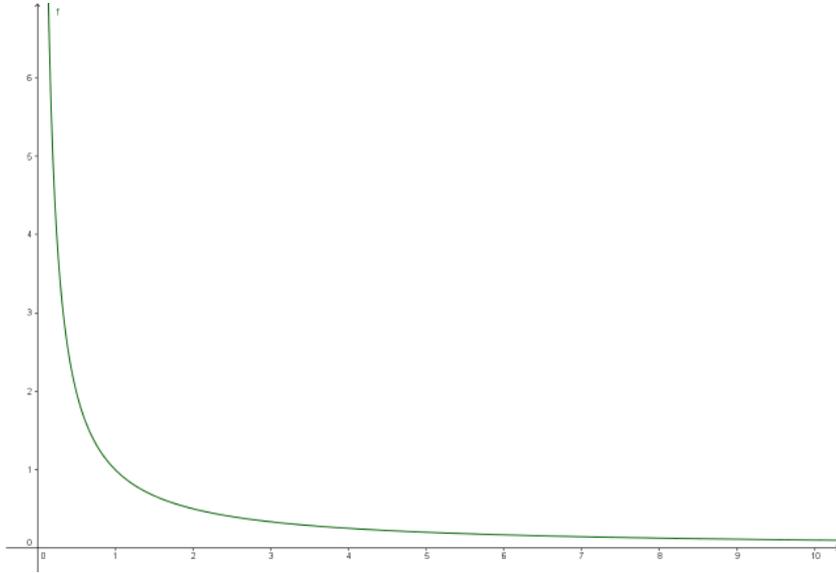
# Graphics - Changes

- Increase ambient intensity
- Use brighter arena colors
- Make freeze effect emissive





# Velocity Scaling



Join the final show!

