

*Computer-Network-Takeover-Operator
delivers Net Neutrality*

CYBERSPACE LIBERATION

TRIANKOLOS EDITION

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Organisation

- 15 Testers in total
 - Beginners, Experienced People, Game Devs
- Tutorial → Main Game → Questions
- Interview > Survey
- In-Person and Remote Tests



feedback

- Mixed feelings on difficulty
 - Challenging for inexperienced players
 - Too easy for experienced players
- Abilities:
 - Dash > Teleport
 - Hack confusing
 - Slowfield rarely used
 - Second Life no feedback
 - Weapon Boost mixed opinions

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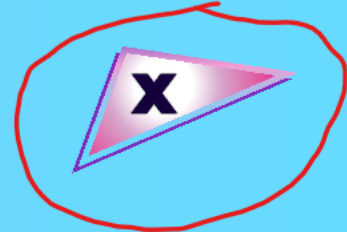


feedback

- Game is too short
- Not enough Feedback
- Players eager to beat the game
- Smooth controls
- Enjoyed visuals and music
- Abilities unbalanced

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MOBILITY

 **DASH**

 **TELEPORT**

PRIMARY

 **HACK**

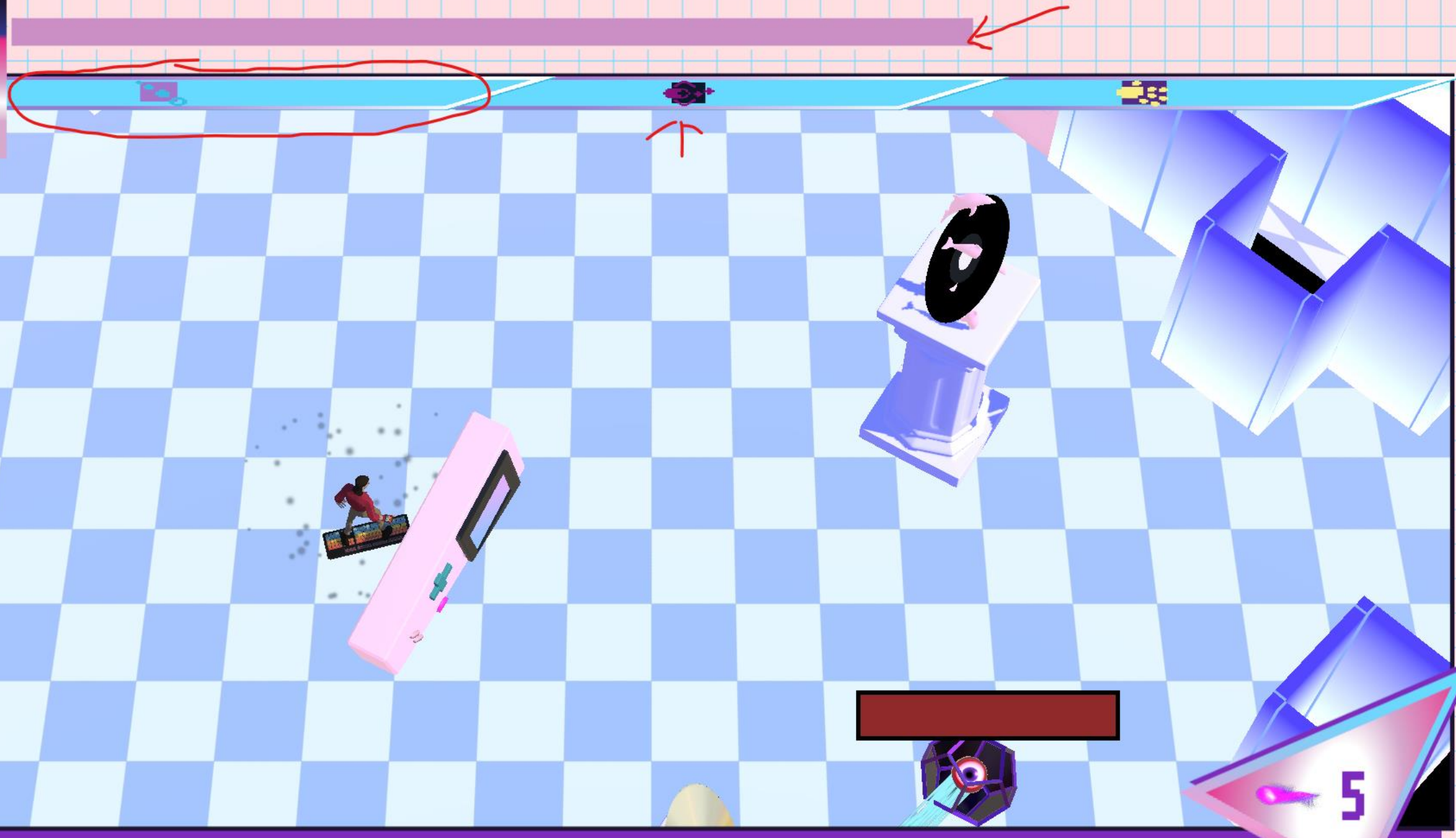
 **TIME GRENADE**

SECONDARY

 **OVERLOAD**

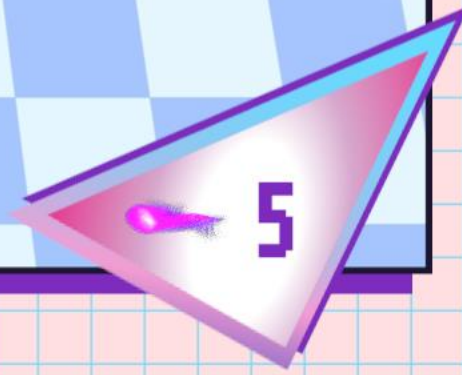
 **SECOND LIFE**





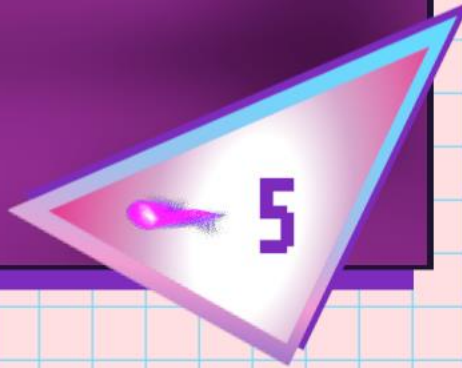


USE **W A S D** TO MOVE.



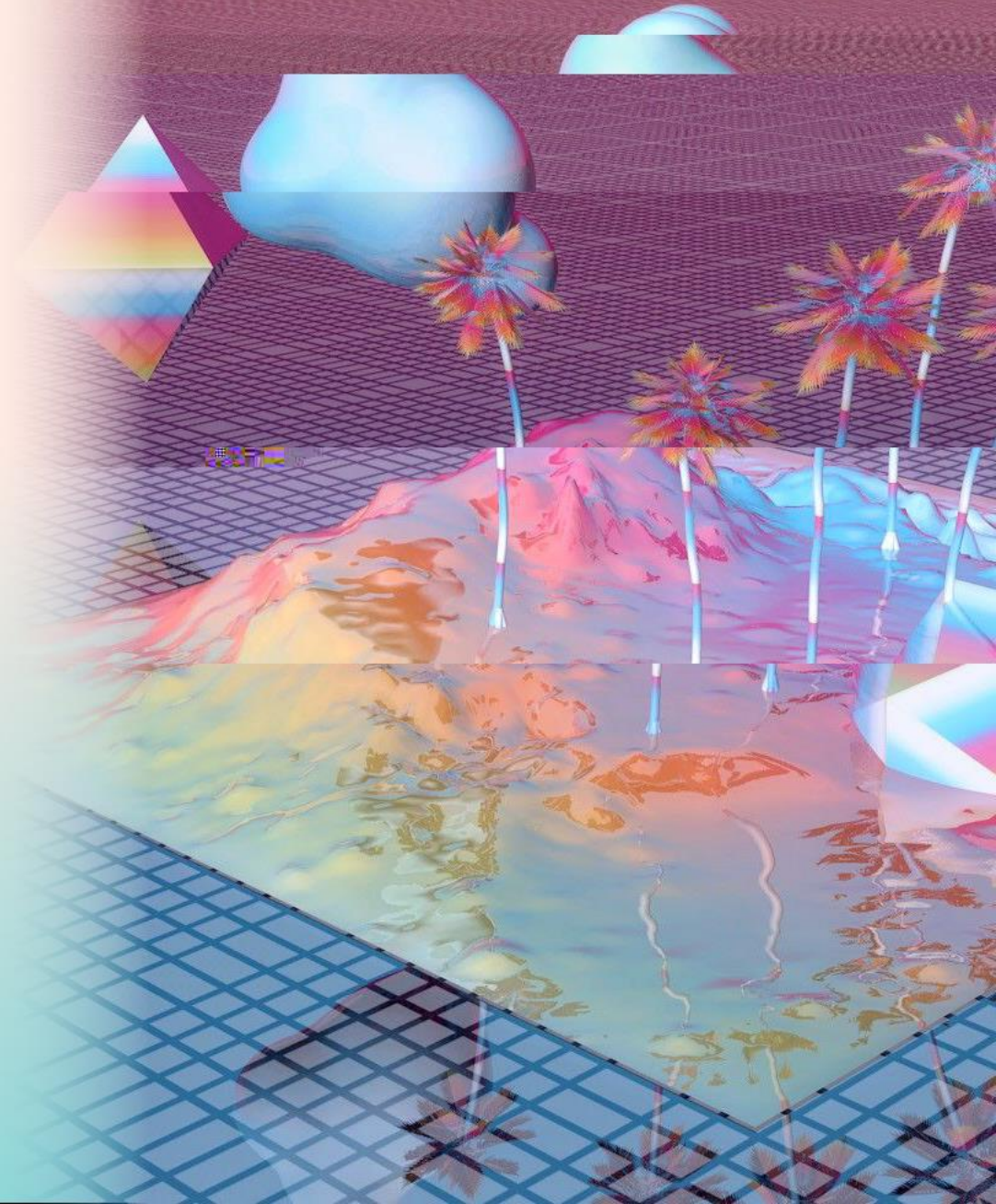


PRESS  **TO FIRE YOUR POWER GLOVE.**



Planned Changes

- Rework Tutorial (more guidance)
- Rework UI (more intuitive & visible)
- Better Difficulty scaling
- More gameplay feedback
- Tweak Abilities



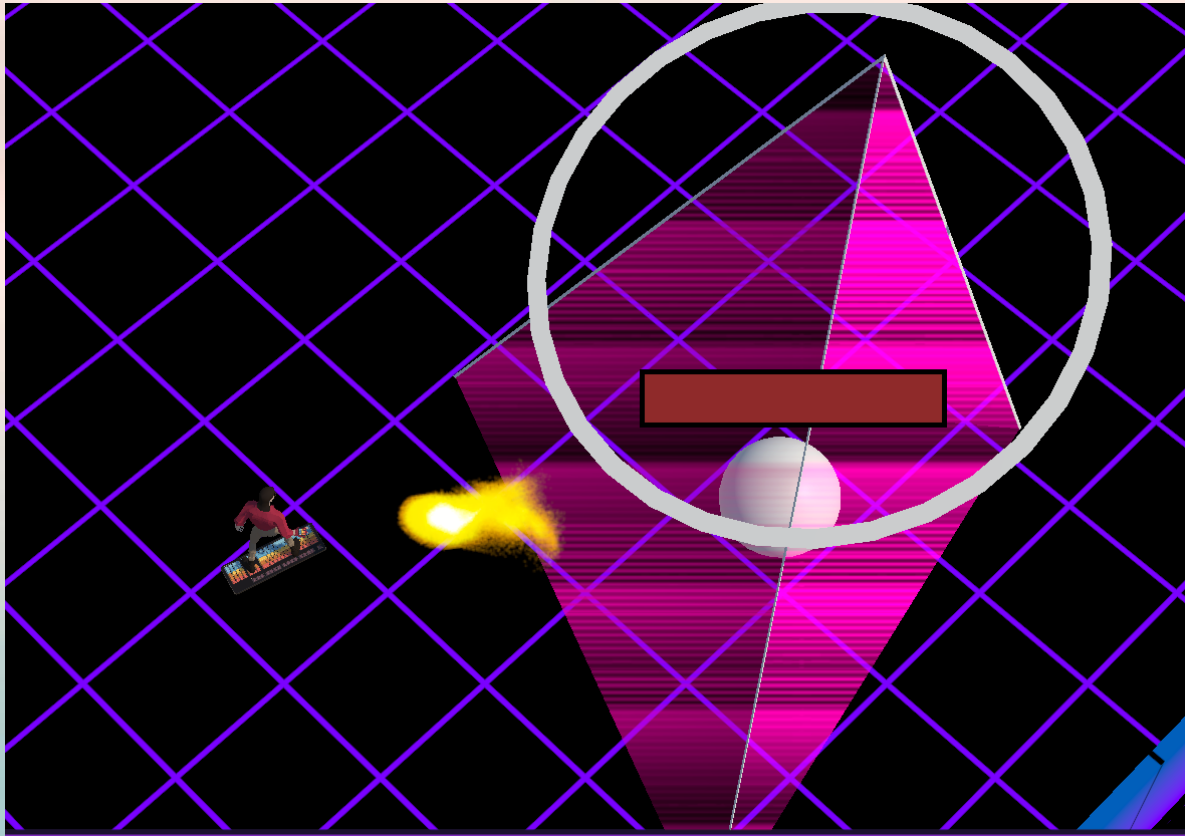
feedback Gems



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feedback Gems

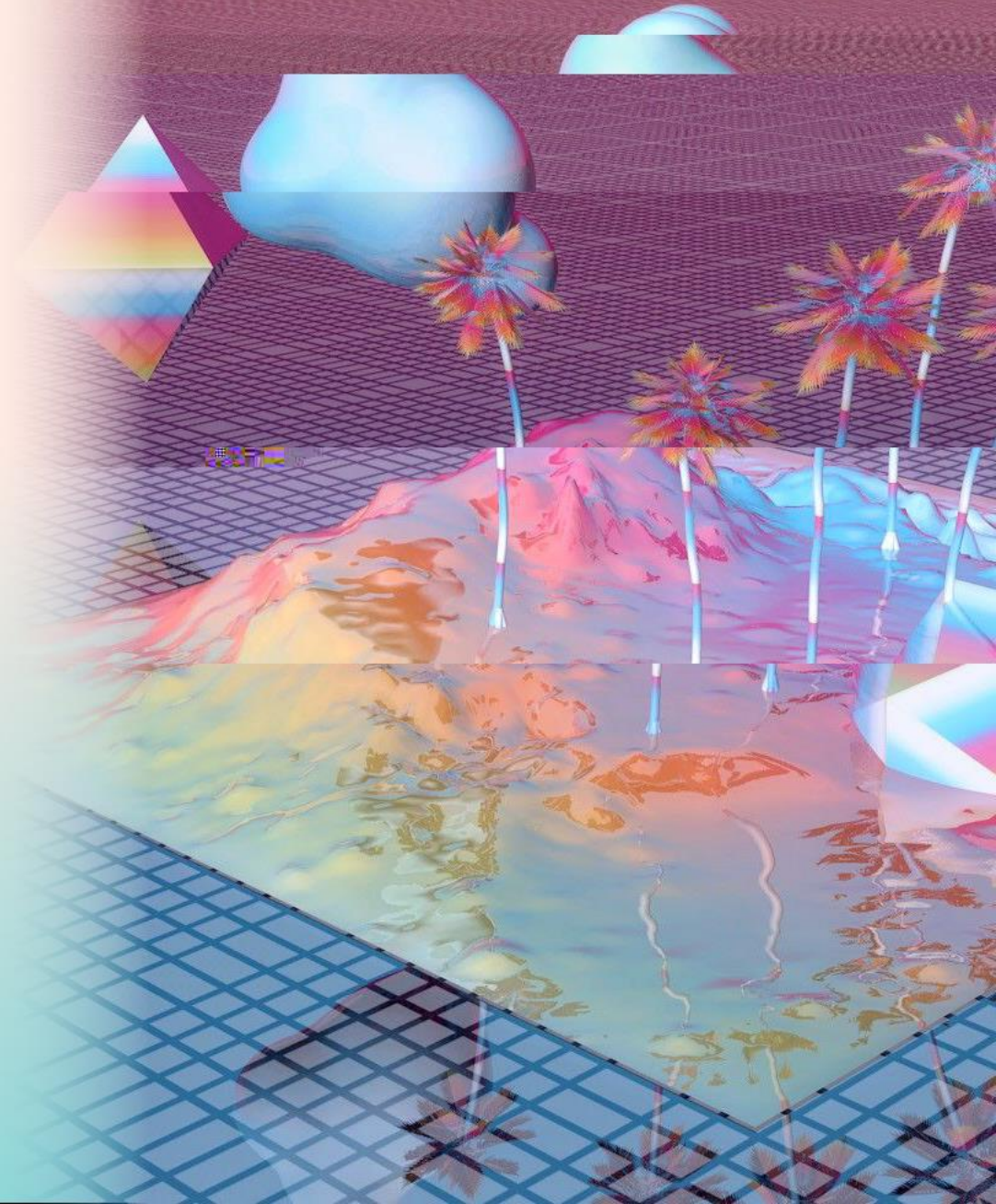


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Conclusion

- Overall gameplay is fun and feels good!
- UI and Tutorial are problematic



Any Questions ?

