Rogue Gen

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Changes before Playtesting

- Better Main Menu

- Balancing Changes

- Character Highlights

- Addition of Healing Weapon

- Indicator where Quest Enemy spawns

- Addition of sound effects and ambient music

Testing Rounds

3 different rounds of testing:

- *Solo Test*
  - Experienced Gamer
- *Group of 4*
  - Experienced Gamers
  - Age 23-27
- *Group of 10*
  - Non-Gamers, but some familarity
  - Age 20-30

Test Results: General

Well received:

- Players had fun!

- Atmosphere (Art Style, Lighting, Sound)

- Length fine for one level

...but:

- Some mechanics had to be explained

- More levels per session / meta progression needed

-> Generally fun, but open to various improvements across the board

Test Results: World Generation

Well received:

- Replayability

- Sense of discovery / curiosity

- Visuals

...but:

- Not enough differences between levels

- Not enough interesting things to discover

- Not enough direction

-> Good basis, but needs to generate more unique levels

Test Results: Combat

Well received:

- Fun Combat

- Weapon / Skill swapping & general variety

- "Chaos of Multiplayer"

...but:

- No incentive to switch weapons / kill enemies after a while

- More Weapons / Skills (Random Generated?)

- More team interaction

-> Core combat is fun, but needs more content, especially that interacts more with others

Test Results: Others

Lacking Aspects / Issues:

- UI:
    - Skill Cooldowns
    - What skills exactly do
- No story / narrative (though does'nt need to be the focus)
- Final Boss lacking uniqueness / always the same
- Sometimes too dark
- No character selection / customization
- Small problems with controls

Changes after / during Testing

- Controls shown during loading / on button press

- Improvements to player indicator

- Respawn mechanic for players

- More balancing changes

- Lots of Bugfixes
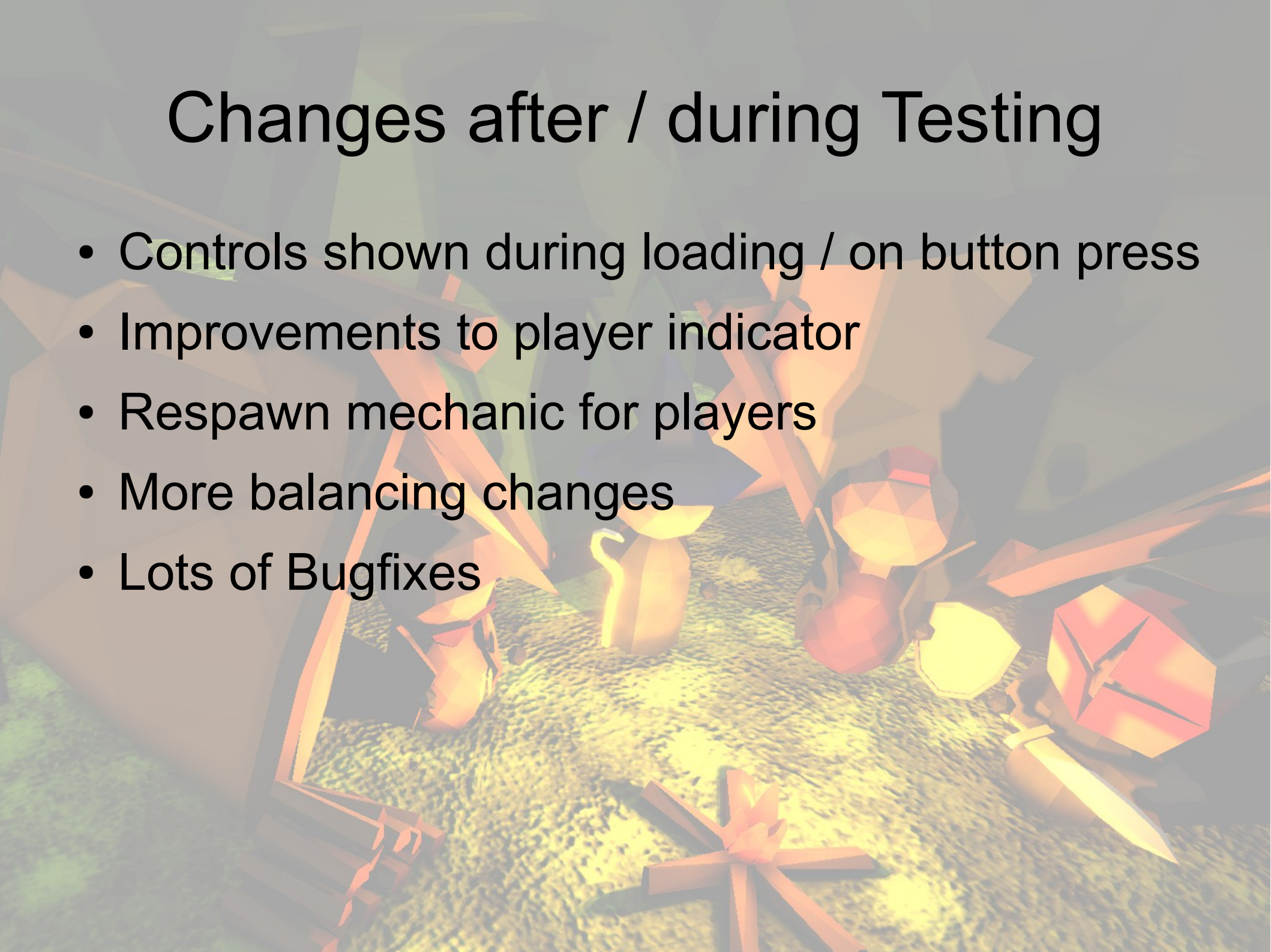
Future Work

Improve Level Generation:

- More unique areas
- Structures (Tents, Castles, Towns,...)
- More direction

Improve Story / Quests:

- Vastly expand Quest system
- Insert more story / narrative / lore elements

Improve Combat:

- Add more Skills / Weapons (perhaps generate them)
- More Interaction between Skills
- More Enemy Variety, especially bosses