

PV266 – Game Development II

Task 4 – Playtesting

Spring 2024

Summary of goals:

- Create a build of your game for playtesting and submit it
- Live playtesting session
- Feedback Analysis

1. Builds

- At this stage, your game should contain all mechanics and the vast majority of content. Bugs are expected, but there should be no game-stopper event (a bug that prevents a player from continuing/finishing the level/game).
- Create and **thoroughly test** a build of your game (make sure it is runnable on a computers in B311).
- Remove a folder:
[Your-game-name]_BackUpThisFolder_ButDontShipItWithYourGame
- If your game does not contain the explanation of controls in-game yet, add the "*controls.md*" file describing the control scheme of the game. No need to explain the background story, lore, or anything about the game..., just controls.
- Create a .zip package and upload it to the homework vault.

2. Live Playtesting

Similar to playtesting in PV255 - you will:

- Playtest the games of other teams and provide constructive feedback to them.
- Observe others playing your game and collect feedback from them.

Detailed instructions for the onsite organization will be provided in a separate document.

3. Feedback Analysis

1. Write down all the feedback gathered by all members of your team in a single document. Try to organize collected issues by type (visual/code/gameplay), (bug/comment/suggestion), by severity (minor/major/game stopper), or by whatever taxonomy that will suit you.
2. Discuss with the team "what to do" with individual items on your list. E.g.
 - a. Bugs should probably be fixed :) If those are not features ;) If it is intended as a feature, but it was tagged as a bug by multiple players, you should discuss this issue.

- b. Suggestions from players could be accepted and implemented, altered, or discarded.
 - c. Balancing issues should be discussed - e.g., will you increase, decrease, or keep the speed? Or difficulty?
3. Write down your decisions and provide some reasoning.
4. Submit a .pdf file with feedback analysis.

Deliverables:

- playable build of the game (zip format)
- feedback analysis (PDF format)

Deadlines:

- **Submission:** 14th May (including)
- **Playtesting:** 15th May
- **Feedback:** 21st May (including)