

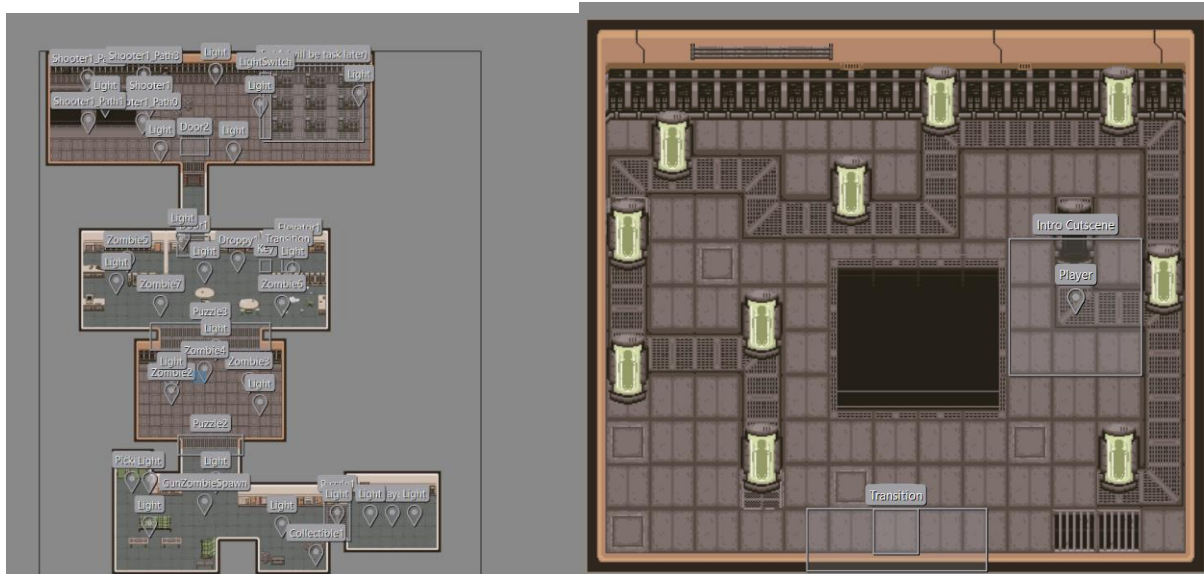
## Playtest Report - 3

Date: 3rd March 2024

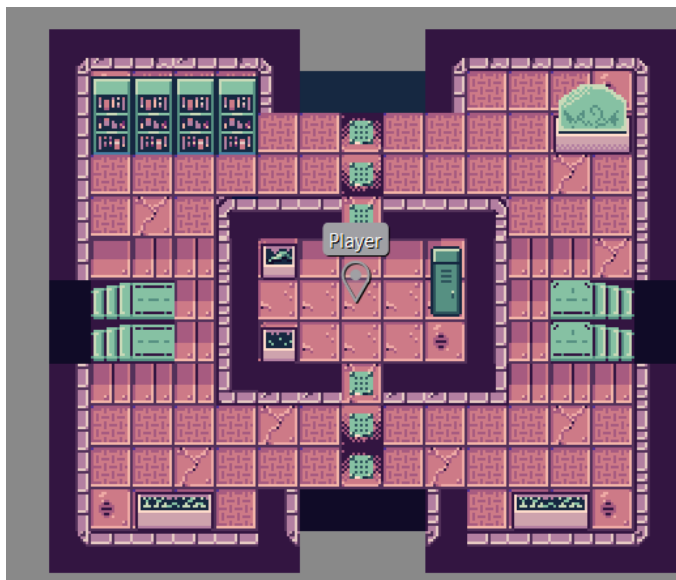
### Goal of the Playtest:

The objective of this playtest was to see if the changes made in this new version of the build make the gameplay better for the player.

### Screen shots of Floor 1 (Cyro room and Main Hall)



### Screen shots of HUB

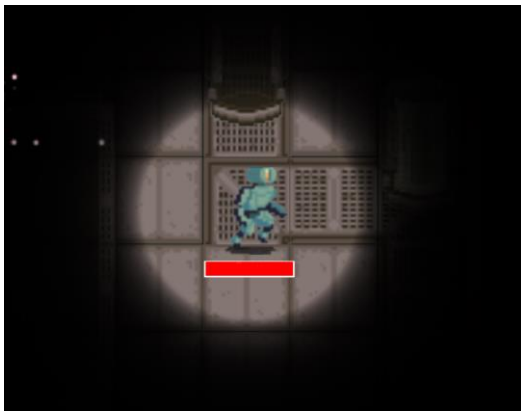


**Tester Name:** Rakesh (Has played the previous version of the game)

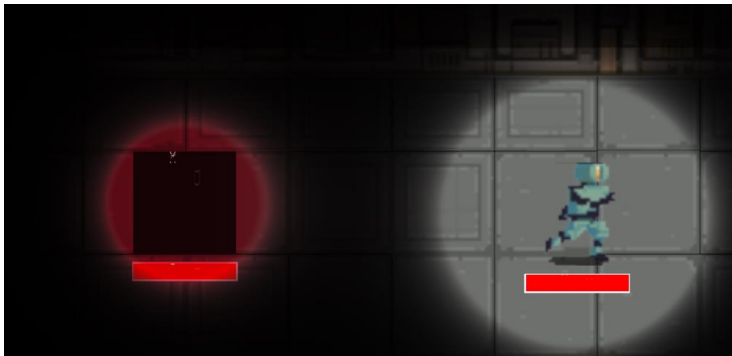
**Mode of Playtest:** Remote (With Face Cam)

**Playtest Observations:**

- Rakesh was aware of the game controls as this was not his first time playing.
- Appreciates the new vision



- Nods when he saw the enemy with its new signifier.



- Dodges the enemy and run pasts it
- Finds the Gun
- Shoots the enemy.
- When he saw three enemies approaching, he jumped on his chair, and paid closer attention to the screen.
- Kills few enemies but after killing three he runs past them to go towards the Elevator
- HUB is locked, so he decides to kill all the enemies
- Spends 3 minutes and 15 seconds wandering the hall
- Finally figures out the control room

- Kills the enemy in there
- Touches the engines, after the light turns on he said "Wow that is better"
- Now he goes back down to the Elevator.
- Transition in to the HUB

### **Initial Player Thoughts:**

- The gameplay flow is still not smooth.
- The Lazer Ray for the gun made it better
- Enemies were challenging as the I did not have a flame thrower
- I enjoyed walking around the spaceship but felt like there was no point

### **Questions Asked:**

1. Why did you stop shooting enemies after a certain point?

"I got a little bored".

2. Thoughts on the Red light around enemies?

"It did not make the enemy easier, but it was cool to see enemies coming towards me to attack.

3. Do you think Collectables would have encouraged you to explore more?

"The visual was good enough for me to explore, collectable will make me happy for sure."

### **Thoughts and Proposed Changes:**

- Must add collectable (Navi mechanic)
- Reduce enemies or add new enemies

- Puzzles must be implemented to make the game more engaging .

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