

## **Playtest Report -5**

**Playtest Report:** Custom engine Feedback

**Date:** 17 November 2023

### **Summary:**

This playtest I worked on the custom engine and tried working on it. In the process I noted down certain bugs, fixes and new things that could be added to the engine that would make it exponentially better.

### **Playtest Procedure:**

- I worked on editor by simply clicking around trying to find bugs.
- Tried adding new object to the scene.
- Started noticing missing components that would make the editor smoother and better. Noted them down

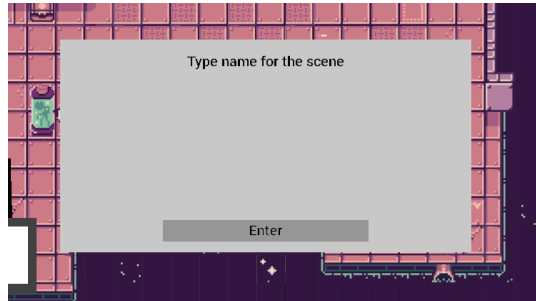
### **My Direct Feedback:**

- The engine works well, with few fixes that could compete with Unity.
- Moving around in the editor was a bit difficult but not impossible.
- Adding acronyms for all the buttons was very helpful.
- A highlight around the objects helped me know what I was pressing on but It could be less thicker.

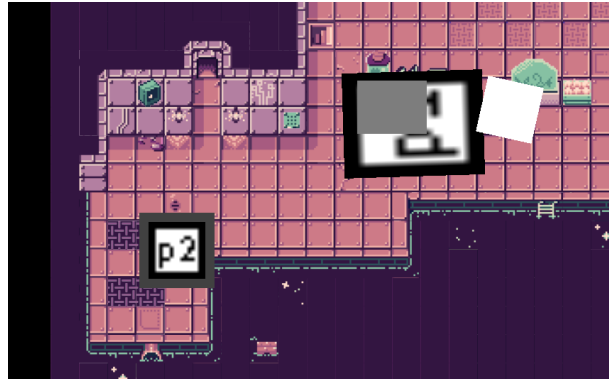
### **Bugs Found:**

- When zooming in and out on the scene the hierarchy also changes
- Crashed when trying to add a new component (Could be a one-time thing but best to check it)
- The pre saved data is stored without being saved when closed.

- A line to show I am about rename or add a new text to any object



a line in the middle.



Not sure what the bug here is.

### Potential things that could be added

- Undo Button
- A gizmo in the scene
- signifier when pressed on hierarchy.
- Edit numbers from the start not just the last number.
- Able to close the Component type when pressed different entity.
- Separate game window when game is running in engine.
- A signifier to show the game is running in editor.
- Adding a component should be within the object's hierarchy not in a separate grid.
- Way to remove components of the hierarchy within the object.
- select multiple objects at the same time.

### Conclusion:

The Editor is great to do basic prefabs and showcasing limited game ideas but with the new fixes and minor changes the editor will be used to make prototype ideas.