

Feedback Report

Overview

This document refers to the iteration upon the “UFO Cowtcher” prototype. The release should comprehend:

- A system of navigation in the first map (The Farm), constituted by a complete freedom of movement in the two axes.
- Eight different kinds of **cows**, each one with its unique unlock method and buff obtained upon capture.
- AI of cows to determine their behavior.
- Hideouts specific for cow’s species, reached by cows after being chased for a long time.

The aim of this prototype is to make the players experiment with the basic mechanics of the game and see how they will react and track their feedback in a form (Link to the form <https://forms.gle/JtGwtxJHiJKNgpwS6>).

User Test 1 - 16/07/2023

- **Number of participants:** 4
- **Type of participants:** Friends - Gamers
- **Age range of participants:** 20 - 30
- **How the prototype was received:** The game was appreciated for its theme and aesthetics, while the gameplay and purpose of the product were deemed far too vague and unclear.
- **Key takeaways:**
 - Theme
 - Aesthetic
 - Camera Angle
 - Capture range signifiers
- **Issues Raised:**
 - a) Cows behavior is not working as expected from design
 - b) Cows are not respawning
 - c) Cows do not go in the hideouts
 - d) Cows are captured even if out of capture range
 - e) Abductor ray's decrease cooldown is too high and permissive
 - f) Fuel bar is too small and too much high in the UI
 - g) UFO is too small
 - h) Virtual joystick is useless in a PC version

User Test 2 - 17/07/2023

- **Number of participants:** 4
- **Type of participants:** Friends - Gamers
- **Age range of participants:** 20 - 30
- **How the prototype was received:**
The game was seen under a better light thanks to the UI improvements, now the gameplay looks a bit more clear but players feel a lack of challenge.
- **Key takeaways:**
 - Theme
 - Aesthetic
 - Camera Angle
 - Capture range signifiers
 - UI
- **Issues Solved:** b, c, d, e, f, g, h
- **Issues Raised:**
 - a) Cows alert state behavior is not working as designed
 - b) The level map is too small
 - c) Lack of challenge
 - d) Cows don't look in the direction of movement
 - e) Cows hiding is not signaled by a specific feedback
 - f) Cows are blocked in the hiding spot after entering
 - g) The UFO's catch ring keeps its size after a capture is completed, it should instead reset its dimensions
 - h) Fuel gained from common cows is too low
 - i) Fuel bar consumption should be reworked

User Test 3 - 18/07/2023

- **Number of participants:** 4
- **Type of participants:** Friends - Gamers
- **Age range of participants:** 20 - 30
- **How the prototype was received:**
The game was seen under a better light thanks to the UI improvements, now the gameplay looks a bit more clear but players feel a lack of challenge.
- **Key takeaways:**
 - Theme
 - Aesthetic
 - Camera Angle
 - Capture range signifiers
 - UI
- **Issues Solved:** a, b, c, d, e, f, g, h,i
- **Issues Raised:**
 - a. Fuel bar can be filled over his limit
 - b. Random wait time between different cows to avoid the feeling of them being synchronized

User Test 4 - 19/07/2023

- **Number of participants:** 7
- **Type of participants:** Friends - Gamers - Non Gamers
- **Age range of participants:** 20 - 30
- **How the prototype was received:**

People now understand the main aim of the game.
In all the feedbacks players feel the lack of variety of gameplay and modifiers, such as power ups.
- **Key takeaways:**
 - Theme
 - Aesthetic
 - Camera Angle
 - Capture range signifiers
 - UI
- **Issues Solved:** a
- **Issues Raised:**
 - a. Map is too big
 - b. Is not intuitive to understand how the fuel bar move regarding buff/debuff of the cows
 - c. Adding challenge as long as you play
 - d. Add audio-visual feedback when action are performed

User Test 5 - 19/07/2023

- **Number of participants:** 9
- **Type of participants:** Friends - Gamers - Non Gamers
- **Age range of participants:** 20 - 30
- **How the prototype was received:**
Players are pleased with the new game ecosystem, which composes buffs, rituals, and feedback to make the prototype varied and clear.
- **Key takeaways:**
 - Theme
 - Aesthetic
 - Camera Angle
 - Capture range signifiers
 - UI
- **Issues Solved:** a, b, c, d (partially)
- **Issues Raised:**