

Rolling Thunder

QA Reports

Sea Dogs - Beta





Sprint 1C

Testing Goals

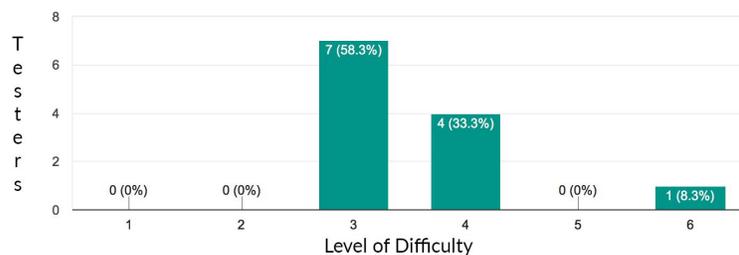
The purpose of this testing session was to see how the game's core concept was received by testers before more was implemented. This was the first testing session for Rolling Thunder, so questions were geared more towards what first impressions of the game were. This mainly consisted of what testers thought of the control scheme and if the game's objective was clear enough to them. Additional questions were used to get an understanding of what testers were most excited about in terms of future planned features.

Results

Feedback on the control scheme showed that testers had a very easy time learning how to play, but there was also a degree of skill needed to really master the controls. Responses on the objective of the game showed that it was also very clear what the player was trying to do.

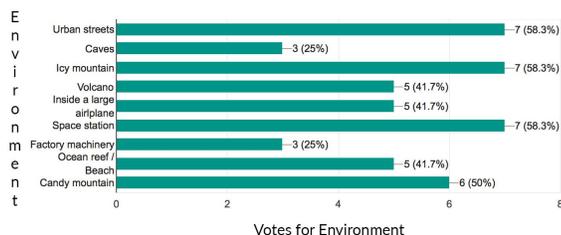
What did you think of the difficulty of the controls?

12 responses



Which areas would you most like to see in this game? (please choose 3-4)

12 responses



When asked about future game modes, the majority of testers felt that a jousting mode would be the most fun. There was also a large amount of testers who felt that cooperative racing would also be very fun. As for new environments, the ones that were most appealing to testers appeared to be urban streets, icy mountain, and space station.





Analysis

From this testing session, the team knew that the game concept was appealing to players, but there was still many things that needed to be added to make the game better. This session also began to push the team in a specific direction as to what future features should be added first, and what can wait for later. This is also the case for artistic themes that the tracks would have.

Sprint 1D

Testing Goals

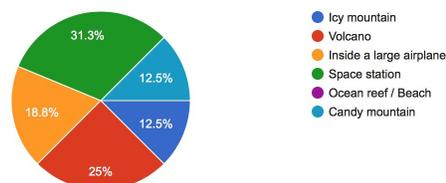
In preparation for Mid Mortem, this testing session was used to get reassured opinions from testers about the direction of the gameplay. Questions concerning gameplay continued to be geared towards the control scheme and the game's objective, while questions were still asked about the artistic themes that were planned. In addition to this, questions were also asked about the current art that was implemented to see if it was appealing and fit the theme of the game.

Results

Feedback on previously asked questions didn't deviate from their previous results very much. The controls still felt good, and the goal was still clear, while future features and themes had about the same appeal that they previously did. One difference though was that the track theme of inside an airplane showed a bit more appeal than the previous session.

Which area (level) would you most like to see in this game?

16 responses



Additional comments on the art style/theme?

16 responses

- I think the art looks pretty good!
- Cell shaded looks way better, but grass looks strange.
- Would like to see more fantastical (in an Alice in Wonderland "things are over sized and its wacky" sense) assets.
- This is a surreal game, keep it that way.
- really funny keep it stylized and simple
- Nah
- cell shaded all the way. every aspect of this game fits SO WELL with the other parts. amazing job
- I liked both styles, but I think the cell shading was a bit better (though the outlines were a little too jagged)
- It's fine
- Looks pretty good, the art style seems semi-realistic so I would want to see what the characters look like.
- Both art styles don't really add humor but the cel shaded looks nicer
- Cell Shaded would fit perfectly with a humorous theme. I think this game will work well if it gets really crazy.

As for the art style enhancing gameplay, a large amount of testers felt that the comedic aspect of the game was enhanced by the art style, but there was also a lot of testers who didn't feel this way, but overall opinions on the art were very positive.





Analysis

This session told the team that changes made since the previous testing session didn't affect the gameplay in a negative way. However, the artistic direction proved to be a bit more debatable, as the responses were a bit mixed. In general though, the team knew that the game was still going in the right direction.

Sprint 2

Testing Goals

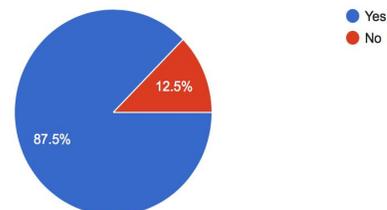
After onboarding new members to the team, it was clear that testing the game for the continued categories was still necessary. Questions continued to be about previous topic that were already mentioned in the previous sessions.

Results

The most notable change from the previous sessions was that artistic appeal increased heavily. When asked about the humor aspect of the art this time, testers felt that the humor of the gameplay was heavily enhanced by the cell shaded art style being used. Another change worth mentioning was that the airplane track theme saw another significant increase.

Do you think the artistic direction enhances the game in a humorous way?

16 responses



Analysis

From an artistic standpoint, the game had made a great deal of progress in terms of appeal. With the increase in popularity for the airplane theme, the team was aware of what direction they should go towards. Other feedback told the team that not much needs to be changed from the basis of the gameplay, and the team can focus more on new features.





Sprint 3

Testing Goals

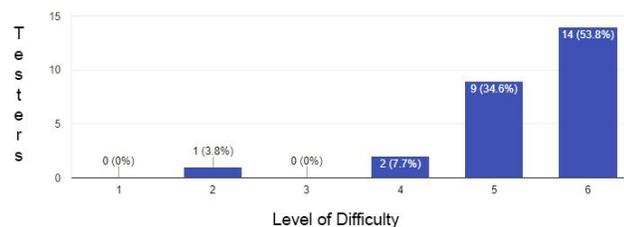
With the addition of a new level in the game and a new game mode, the purpose of this testing session deviated from the previous goal of testing for general feedback and more towards a level design aspect. Questions revolved around the geometry of the race track and the overall enjoyment of the implemented jousting mode. Questions were also asked about the inclusion of new special hazards and the chair hopping ability.

Results

Feedback on level design appeared to be a bit more negative. The new racetrack showed to be far too difficult for testers who were new to the game, while jousting appeared to give the player less control of where they were moving.

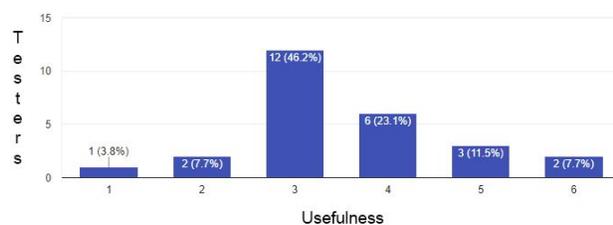
How difficult would you say the new level was?

26 responses



How well did you feel the jumping ability worked? (Usefulness, fun, etc.)

26 responses



Feedback on the jumping ability also appeared to be more negative. Testers felt that jumping during either mode was more harmful than helpful, and that if they jumped, it would inevitably lead to them crashing and having to reset.

Analysis

Seeing as feedback was more negative on the subjects that the team really wanted to test, we were aware that there were some serious changes that needed to happen. Most notably, both the new track and the jousting arena needed to be edited so the player wouldn't fall over as much. Changes would also be needed on the jump mechanic to make it more helpful to the player than hurtful.





Sprint 4

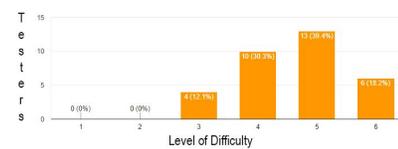
Testing Goals

With Alpha deliverables nearing, the team wanted to test our newest levels before implementing them. Questions about the levels revolved more around the difficulty of each track, as well as how fair each track felt while playing. Questions were also asked about the adjusted stability of the chair while playing.

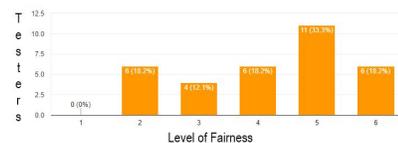
Results

For the first new track, difficulty leaned more towards the hard side, but testers felt that the track was also very fair to the player in general, and that they could learn from their mistakes and do better after restarting. The second track also proved to be more on the hard side, but responses about the track's fairness showed to be more mixed. This is due to multiple aspects, such as heavy obstacle placement and a small goal area.

How difficult was the third track you played? (space level, with the lasers)
33 responses



How fair did the third track feel? Did your crashes feel like mistakes you could learn from?
33 responses



If you've played the game before, did you notice a difference in the chair's stability?
14 responses

- N/A (3)
- Yes, felt a little harder to stabilize.
- No, not really.
- never played before
- chair was way more stable!!! Amazing. Maybe have a "hard mode" with the chair's decreased stability would be hella fun yo! "fire emoji"
- Yes I fell off a lot less often
- it felt a lot more stable on minor hits
- definitely.
- Yeah, feels more fair to pilot.
- n/a
- Yes
- Yes it was more stable this time around

In terms of the stability of the chairs, testers found that this aspect of the game had heavily improved, and that crashing from a small bump was less common.

Analysis

Responses from this testing session were more positive than any other. Some aspects that the team decided to fix about the game was the fairness of the second track that was tested. Other issues that needed to be address was the final jump in the first track being too long, but testing went very well overall.





Sprint 5

Testing Goals

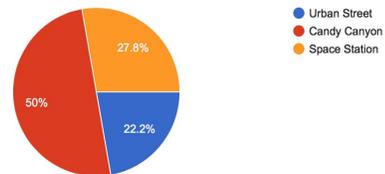
After completing the Alpha deadlines the team put more focus on polishing the game. For this testing session, the main goal was to get opinions on the artistic direction that each level was going for. Questions were geared towards what players thought of the in-game assets, and their preferences on their favorite tracks.

Results

When asked about which track was their favorite, the majority of testers stated that their favorite was Candy Canyon, mainly for the craziness of the different types of obstacles. The results for least favorite track showed that both the urban street and space station saw a significant amount of disfavor from testers. This was mainly due to the lack of non-static

Out of all the track themes, which was your favorite?

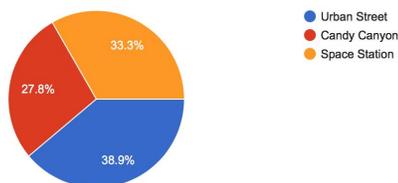
18 responses



obstacles that made gameplay in Candy Canyon much more fun, but testers also expressed that the art styles for both tracks felt a bit bland.

Which theme was your least favorite?

18 responses



Analysis

Responses overall were very positive, but the team was aware that major changes needed to be made to artistic aspect. This was more apparent for the two tracks that got the most negative feedback.





Sprint 6

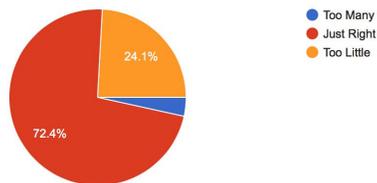
Testing Goals

After the previous testing session, the team worked to implement more non-static obstacles into the Urban Street and Space Station Tracks, so this testing session was used to test how well these new obstacles enhanced gameplay. Another goal was to also once again see what testers thought of the artistic direction after changes had been made.

Results

What did you think about the frequency of asteroids on the space station?

29 responses

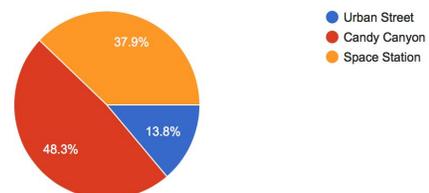


Feedback showed that the new obstacles that were implemented into the levels made them much more fun, and that they were not too hard or too easy to get past. For the Space Station, these results showed that a large amount of player did however feel that there were not enough asteroids at the end to make the final jump more challenging.

As for artistic appeal of the tracks, results showed that the appeal of the Space Station grew very significantly, due to the new obstacles and world assets. Testers still found that the Urban Street was still lacking in appeal though, due to the bland looking colors.

Out of all the track themes, which was your favorite?

29 responses



Analysis

This testing session was the first time that general opinions on the game were unanimously positive. The team knew that there was still a lot to be done to make the Urban Street more appealing, but getting these results was very helpful.





Sprint 7

Testing Goals

With the Beta deadline approaching, the team made their top priority making the Urban Street track as appealing as possible. Questions continued to be geared towards artistic direction, but was mainly geared towards this specific track.

Results

The new feedback on the renamed Urban Street, Squirrel Street, was significantly positive compared to the previous tests. The new obstacles showed not to be too easy or too hard, and the artistic direction was showing much more appeal. Squirrel Street was still showing to be the least favorite track, but the ratio of favorite tracks was much more divided, and what the team was looking for.

What did you think of the artistic direction on Squirrel Street?

6 responses

It was pretty good, looked just right for a first level

I like the colorful aesthetic.

I think it looks lovely and lively

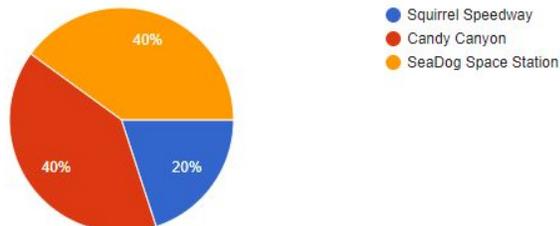
The colors are very flat, but as for the objects in the scene, it was pretty nice.

It reminds me of games like goat simulator, those kinds of neighborhoods

I like it,

Which racetrack was your favorite?

5 responses



Analysis

Results were once again unanimously positive. The most notable feedback was that there were some serious bugs regarding the menu, but the team knew what needed to be fixed before the Beta deadline.

