

Spiral  
Original Game & Analysis Project  
Milestone 4 – GDD  
Game Design II  
**-Team Spiral-**  
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# SPIRAL GAME DESIGN DOCUMENT

## MILESTONE 1 GDD

### Overview

This game is a turn-based RPG dungeon crawler where the player drafts heroes and leaves behind old ones in an endless loop that gets progressively harder.

### Theme

The theme is "Leaving it behind" this game adheres to this topic through our use of drafting heroes. The player will leave behind weaker heroes in turn for stronger heroes, as the game progresses heroes drafted and enemies fought will become stronger requiring new heroes.

### Detailed Mechanics

The main mechanics of the game are...

1. Turn-based combat
2. Drafting heroes
3. Moving throughout a random dungeon
4. Leaving behind old heroes

### Goals

Defeat the 2 stages and each stages boss.

### Rules

1. Getting to floor 10 wins the game
2. If your entire team is dead on any floor the player loses
3. On the players turn the player can only choose one spell for each hero
4. The player can only have 3 heroes in their party at a time
5. Trading out a hero replaces one of the players hero of choice
6. The player moves with WASD
7. The player rotates the camera with their mouse
8. Enemies and heroes found throughout the dungeon become increasingly more powerful
9. Every hero and enemy generated has a basic attack and randomized stats and spells

## Actions

1. WASD to move character
2. Player selects spells to use
3. Player moves mouse to rotate camera
4. Player drafts heroes
5. Moving to the next level

## Transitions

- Main menu
- Loading Dungeon
- In Dungeon
- In combat
- Drafting Heroes
- Saving game
- Gallery
- Pause game

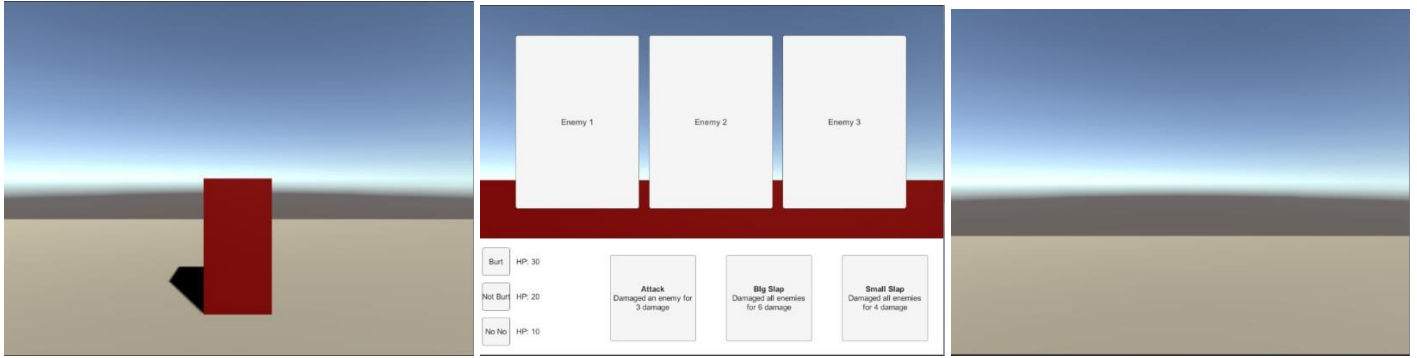
## Items

- Heroes
- Dungeons
- Player
- Chest
- Spirals
- Exit Hatch

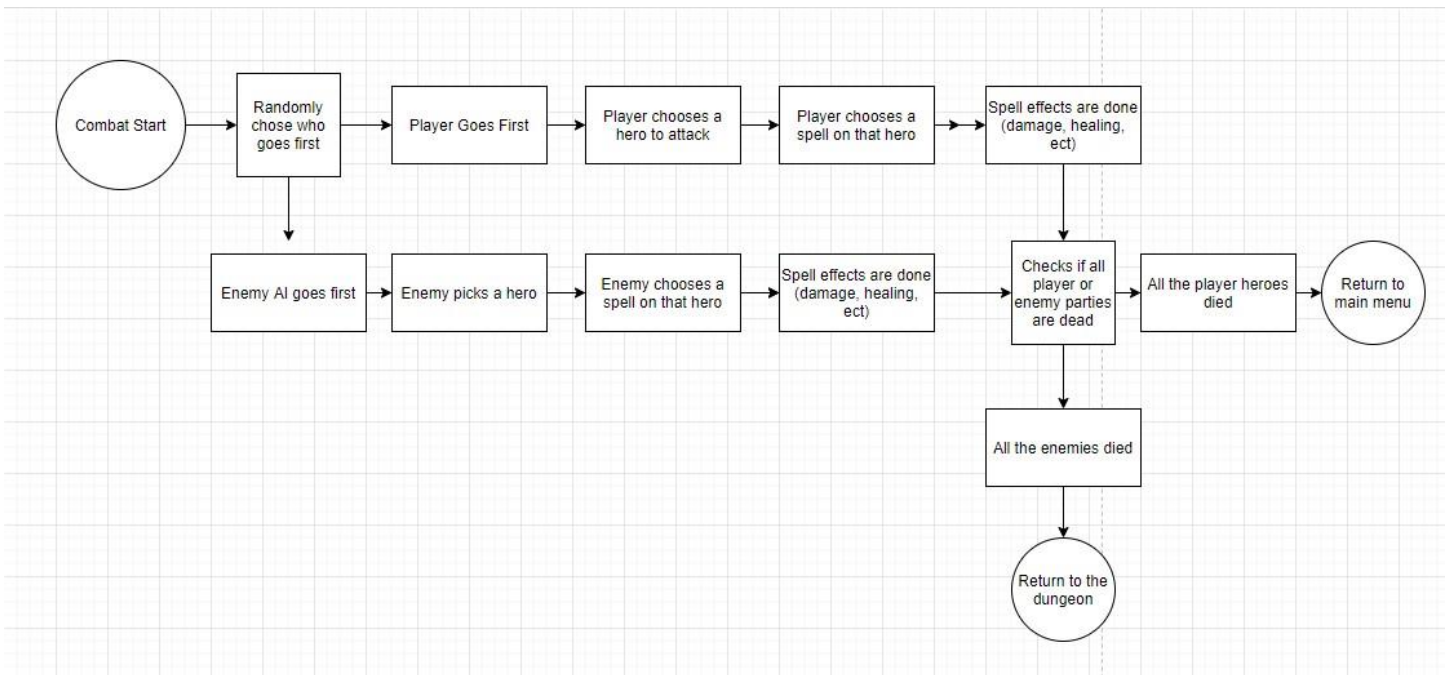
## Setup

A dungeon is generated and player is put into the starting room. Enemies are placed into the dungeon along with spirals and items and an exit hatch.

## Diagrams



Above is the games basic turn based combat, to enter combat the player collides with an enemy, fights them and if they defeat the enemy they get to move forward. The first image shows an enemy that the player in image 2 collides with and enters combat. The third image is the defeated enemy allowing the player to progress.



Above is a flow chart of our combat system

Barbarian HP: 60 ATK: 10 MAGIC: 4 DESC: high damage AoE fighter	Warmonger HP: 60 ATK: 11 MAGIC: 3 DESC: high damage AoE fighter	Savage HP: 55 ATK: 14 MAGIC: 2 DESC: high damage AoE fighter	Chieftan HP: 65 ATK: 14 MAGIC: 6 DESC: high damage AoE fighter	War Chief HP: 70 ATK: 15 MAGIC: 7 DESC: high damage AoE fighter
Mage HP: 50 ATK: 4 MAGIC: 12 DESC: high magic damage aoe caster	Cryomancer HP: 60 ATK: 4 MAGIC: 10 DESC: high magic damage aoe caster	Battlemage HP: 70 ATK: 7 MAGIC: 9 DESC: frontline mage	Wizard HP: 50 ATK: 3 MAGIC: 15 DESC: high damage single target caster	Arch Wizard HP: 60 ATK: 5 MAGIC: 18 DESC: high damage aoe caster
Cleric HP: 60 ATK: 2 MAGIC: 8 DESC: high magic damage healer support	Priest HP: 50 ATK: 2 MAGIC: 10 DESC: healer support	Arch Priest HP: 60 ATK: 2 MAGIC: 12 DESC: healer and high magic damage	Cardinal HP: 60 ATK: 2 MAGIC: 12 DESC: healer and high magic damage	Pope HP: 60 ATK: 3 MAGIC: 15 DESC: healer
Archer HP: 45 ATK: 13 MAGIC: 5 DESC: high single target damage	Hunter HP: 40 ATK: 17 MAGIC: 3 DESC: high single target damage	Survivalist HP: 55 ATK: 12 MAGIC: 8 DESC: jack of all trades	Beast Master HP: 55 ATK: 20 MAGIC: 2 DESC: master of beasts	Darwinist HP: 65 ATK: 13 MAGIC: 10 DESC: jack of all trades
Squire HP: 80 ATK: 4 MAGIC: 3 DESC: ye old bullet sponge Can be magic or atk based	Knight HP: 75 ATK: 5 MAGIC: 3 DESC: beefy boi v2	Lord HP: 85 ATK: 8 MAGIC: 4 DESC: tank	Prince HP: 90 ATK: 9 MAGIC: 5 DESC: tankier	King HP: 100 ATK: 10 MAGIC: 8 DESC: tankiest

Above is a chart pertaining to the characters stats and different possibilities.

# Milestone 2 Playtest Report

## Individual Playtests

### Playtest # 1

Name: Jaden

Age: 19

Enjoyment Rating:2 Observations:

1. Player got through first enemy no problem
  2. Explored the hallway but was upset when finding a chest that doesn't open
  3. Player enjoyed drafting system and found that it was cool that you can skip the action
  4. Player finds that game needs items not just combat Issues:
- Got stuck in combat
  - Wants items

Form info:

Playtest # 2

Name: Joseph Alexander

Age: 17

Enjoyment Rating:1 Observations:

- Thinks game is loud
- Has to alt f4 to leave did not like that
- Ignores enemies
- Walks up to chest that doesn't work got sad
- Screen cant fit his draft system
- Complained about no lore game
- Chose to skip 1<sup>st</sup> spiral
- Found out that if you move diagonal you move at 2x speed?
- Some fights aren't letting the player do all 3 attacks before the enemy and instead do 1 by 1 Issues:
- Have to alt f4 to get out
- Volume mixer
- Ui fit to screen bug
- Has to alt f4 to leave combat Form info:

### Playtest # 3

Name: Erik Martin

Age: 18

Enjoyment Rating:10 Observations:

- Camera pointed slightly upwards
- Listens to instructions
- Got through first combat loop no struggle
- Got into combat broken
- Loud game, heavy music (change battle music)
- Keeps accidentally clicking on spells
- Excited to find Epic hero
- Noticed enemies spawned dead
- When ui helper text appears blurry game is broken

MUST ADD MORE FROM

Issues:

Dead enemies stay on screen

Combat spamming attacks cancels turn. Overload of info?

Clicking spells pre character breaks game Form

#### Playtest # 4

Name: Samuel Richard Earley

Age: 18

Enjoyment Rating:7 Observations:

- Looks like they know what they are doing, familiar with this type of game
- Intrigued by our use of portals
- Looks like they want to observe the map rather than go straight to the end - Wants to find the end, eager in a good way.
- Enjoys the game for what it is so far
- Disappointed chest does nothing
- Says its loud

#### Issues:

- Selecting in a different order than 1 2 3 breaks combat. - After a few tries got through a combat loop
  - Ran into an enemy with -6 hp?
- Ui for help freaks out if you don't listen to it
- Selecting heroes has to go bottom up
- Selecting spell first breaks combat
- Volume mixer
- Was not able to kill every enemy due to bugs they ran into Form info:



## Playtest # 5

Name: Ivan

Age: 19

Enjoyment Rating: 6 Observations:

- Sound is too loud
- Didn't know what to do at start
- Couldn't see enemies
- Dungeon was too dark

## Issues

- Get stuck in combat
- UI doesn't fit to screen
- Combat didn't end
- Enemy didn't die
- Team death created lots of lag
- Enemy turn came early
- Enemy didn't do damage on their turn
- Red slime spawned dead upon start of combat
- Couldn't finish combat
- Game didn't end after boss kill
- Player character had negative HP

## Playtest # 6

Name: Aaron

Age: 20

Enjoyment Rating:10 Observations:

- Combat is working
- Skipped picking a new hero
- All common heroes from portals

Issues

- Running diagonal makes you run x2 speed
- Walls buggy
- Boss isn't a boss

## Playtest #7

Name: Lane Gosselin

Age: 18

Enjoyment Rating:5 Observations:

- Combat is working
- Player tries to break movement
- Has no issues dealing with enemies
- Wants healing packs
- Player found movement bug
- Player sad boss room doesn't look better

Issues

- Running diagonal makes you run x2 speed

## Playtest #8

Name: Shaun Turk

Age: 21

Enjoyment Rating:2 Observations:

- Player got stuck in combat and had to restart
- Player combat broke and kept him in fight with dead enemies
- One enemy appears with dead text other appears with negative health
- Player tries to see if there is a way through walls
- Player wants to use chest but cannot Issues
- Player getting stuck
- Chest isn't interactable
- Enemy spawn

## Playtest #9

Name: Riley Myles

Age: 21

Enjoyment Rating:5 Observations:

- Combat working
- UI is large not scaling with screen properly
- UI is blurry
- Player has no problem with enemies
- Enemy spawned with negative health
- Wants images with UI Issues
- UI Issues

## Playtest #10

Name: Devan Anderson

Age: 19 Enjoyment

Rating:6

Observations:

- Player gets through combat well listening to instructions
- Player seems to wander
- Player says game feels barren
- Player dies to 3<sup>rd</sup> enemy but it was a long fight that felt good
- Player kills all enemies on second playthrough Issues
- There isn't much around the map
- Maybe make something interactable like a pickup

## Playtest #11

Name: Andrew Smith

Age: 17 Enjoyment

Rating:3

Observations:

- Player gets stuck in 1<sup>st</sup> fight
- Player has to restart a few times
- Player says music is too loud
- On 3<sup>rd</sup> try gets through first enemy
- Player enjoys spiral drafting

Issues

- Music is loud
- Game stuck

## Playtest #12

Name: Jacob Long

Age: 23 Enjoyment

Rating:7

Observations:

- Combat seems to be fine after some tuning
- UI looks good not blurry
- Player flies through combat
- Player gets epic from spiral
- Player says game needs a story

Issues

- Player wants lore

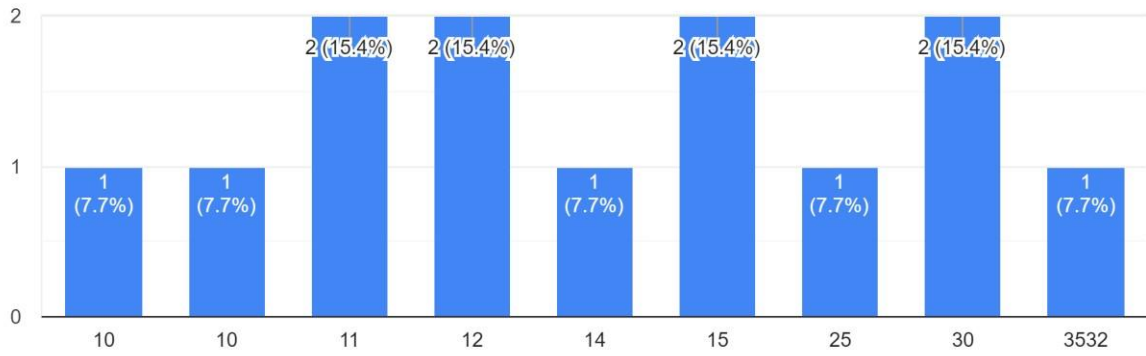
## Analysis

1. Playtests went well the only major bugs were in combat
2. Players thought game was loud, Players got stuck in combat often, Players complained about UI, Enemies seemed to break their health, Players found that they wanted some kind of interactable object ex. The chest
3. We need to fix combat and the UI, Also music has to be changed, also make the UI more obvious and the camera movement



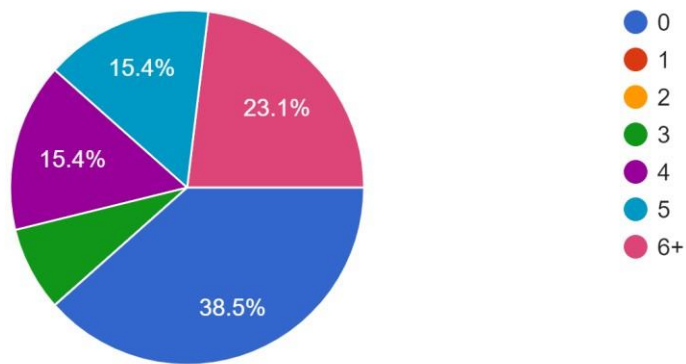
### How long did your game of Spiral last (In minutes)?

13 responses



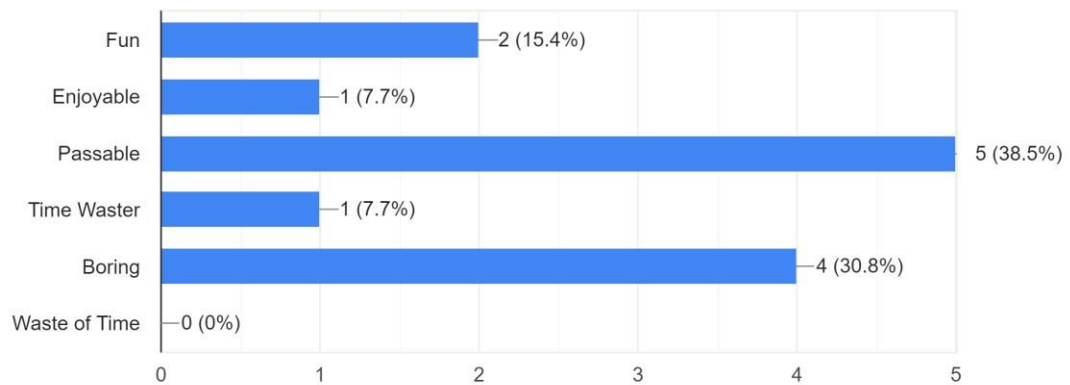
### How many times during the game did you get stuck?

13 responses



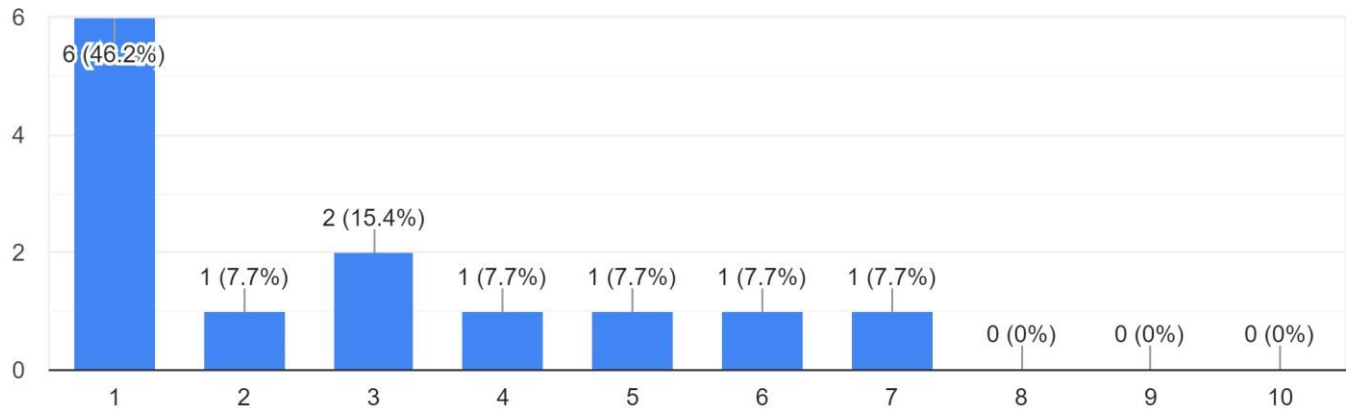
### How would you describe your experience playing Spiral?

13 responses



On a scale of 1-10, how difficult was the game?

13 responses



### Action Plan

1. This coming week we are going to go into all the bugs seen from our playtest and work on each of them to our best abilities to make a better product. Each of us will be dividing and conquering the work and then checking each others work to make sure there are no issues. Specifically we will be clearing up the UI and fixing every spot that can make you stuck. The combat will undergo a small rework to assure this. Enemies health and player damage will also be tuned to work with combat and not lock the player in limbo. We also will be adding an esc menu to leave and exit the game so the player doesn't have to alt f4 to leave. We expect that these changes will make the game very enjoyable gameplay wise and then we can piece in the story and aesthetics afterword's to work off each other and create a product we are happy with. With the form we may have to remove mana due to it not being in this build or we may add it in the game for the next sets of play tests. We also feel that we should still keep the player getting blocked in option to find out if the player can still get soft locked into the game/combat.

# Milestone 3 Playtest Report

## Individual Playtests

### Playtest # 1

Name: Amber

Gender: Female

Age: 16

Enjoyment Rating: 9

Gaming Experience: Great

#### **Positive Feedback:**

The Koala Hellspawn was a creative enemy

#### **Improvement:**

More decorations

#### **Observations:**

- player intrigued by hero selection
- enjoys music in intro
- player doesn't seem to notice animations
- Player notices interactable chest and gets sad that they cannot open it
- player uses hero drafting
- player runs through most enemies
- player shocked they hit themselves
- player looks to break the game
- player notices the boss enemy is strong and is excited for the fight
- Player doesn't leave the first floor instantly and explores the rest of the level instead of staying
- Player thinks that they should keep the portals for dead teammates
- Enemies seem to gang up or target the same person

## Playtest # 2

Name: Sam

Gender: Male

Age: 18

Enjoyment Rating: 10

Gaming Experience: Great

### **Positive Feedback:**

Loved the dungeon crawling aspect and character drafting

### **Improvement:**

No improvement

### **Observations:**

- Player puts head between legs and plays games upside down, bug
- Player enjoys new fighting UI
- player doesn't just focus down one enemy but instead fights multiple at a time using different heroes
- game music has too much bass
- sad about chest that doesn't work
- chest model breaks player?
- Player understands combat
- Player enjoys the game and seems very focused into keeping their team alive
- During boss fight 1 the player chooses to focus the boss, it clearly poses a threat
- Enjoys the basic simple gameplay
- Died to boss

### Playtest # 3

Name: Lane

Gender: Male

Age: 18

Enjoyment Rating: 3

Gaming Experience: Poor

#### **Positive Feedback:**

Liked the characters

#### **Improvement:**

Disliked color scheme

#### **Observations:**

- Player chooses to find upside down bug and play game upside down
- Enemy didn't seem to heal itself
- Player came up to spiral draft and drafted out heroes based on damage numbers
- Player tries to use 'spiderman tactic' to avoid enemies
- Player doesn't struggle with enemies
- Player breaks UI
- Felt healing was weak
- Player not nearly strong enough to fight boss

#### Playtest # 4

Name: Cameron

Gender: Male

Age: 18

Enjoyment Rating: 6

Gaming Experience: Good

#### **Positive Feedback:**

Game has a lot of potential

#### **Improvement:**

Change the randomness

#### **Observations:**

- Player wants more decor
- Player enjoys random enemies/heroes
- Player likes ambience and sound
- Likes lighting
- Likes models of chests and torches in environment
- Enjoys difficulty scaling
- Didn't like no limits on randomness on heroes
- Didn't like bosses
- Player felt prince class was op

## Playtest # 5

Name: Erik

Gender: Male

Age: 18

Enjoyment Rating: 8

Gaming Experience: Good

### **Positive Feedback:**

Everything, has a fantastic time with the game

### **Improvement:**

Game did not need improvements

### **Observations:**

- Player begins game immediately running to enemies to fight
- Player found the boss room and identified it as such
- Player didn't struggle with boss
- Player walks into chest game freaks out
- Player gets through stage without losing a unit
- Player receives a legendary unit!
- It seems that certain AOE spells are op?

## Playtest # 6

Name: Kevin

Gender: Male

Age: 19

Enjoyment Rating: 9

Gaming Experience: Great

### **Positive Feedback:**

I liked the portal concept to acquire heroes

### **Improvement:**

I would probably say that if a hero dies, they die permanently

### **Observations:**

- Player takes their time to understand units they got
- Player got good units, finds spiral and chose to use their drafting
- Found chest bug
- Player wants intractability with chest
- Player doesn't struggle with enemies
- Player chooses to not use drafting and keeps their team
- Wants to know more about mana
- Player fights every other enemy before the boss
- Player didn't notice it was a boss
- Doesn't struggle with boss



## Playtest # 7

Name: Muath

Gender: Male

Age: 22

Enjoyment Rating: 8

Gaming Experience: Good

### **Positive Feedback:**

The maze-like format made the game more interesting

### **Improvement:**

Add a small tutorial and heroes to gallery

### **Observations:**

- Didn't see first enemy due to darkness
- Liked mana displayed on character
- Sensitivity too high
- Attacked own character
- Went for Elemental Destruction comp
- Traded healer for legendary Knight
- Level 2 needs more light
- Traded Elemental Destruction comp for Divine Prayer/Consecrate comp
- Too many portals in level 2
- Lost on boss in level 2
- Never saw chests

## Playtest # 8

Name: Ivan

Gender: Male

Age: 19

Enjoyment Rating: 10

Gaming Experience: Great

### **Positive Feedback:**

Creative enemies

### **Improvement:**

No Improvement

### **Observations:**

- Attacked own character
- Died to mobs on floor 1
- Sees debuff icon but what debuff
- Played another round
- Never saw chests
- Sound slider did not work on run after selecting enter dungeon after dying the first time

## Playtest # 9

Name: Jake Luang

Gender: Male

Age: 23

Enjoyment Rating: 9

Gaming Experience: Great

### **Positive Feedback:**

Loved the hero drafting

### **Improvement:**

Make the chest do something

### **Observations:**

- Player immediately darts towards chest to find out it doesn't work
- Player finds UI fun and interesting
- Player enjoys fighting animations
- Player runs through enemies with ease
- Player uses drafting system in spiral does not ignore
- Player gets to boss and struggles with a hard-fought victory

## Playtest # 10

Name: Travis

Gender: Male

Age: 21

Enjoyment Rating: 8

Gaming Experience: Good

### **Positive Feedback:**

The game was incredibly interesting for being almost exclusively UI

### **Improvement:**

No Improvement

### **Observations:**

- Player was able to attack themselves by accident
- Player did not hunt for bugs
- Player enjoyed random hero generation saying it felt good
- Player felt that game was moderately difficult
- Player understood UI and felt that it was very easy to use
- Player did not struggle with boss

## Playtest # 11

Name: Steven Williams

Gender: Male

Age: 19

Enjoyment Rating: 10

Gaming Experience: Great

### **Positive Feedback:**

The fighting was very good for a short game

### **Improvement:**

More levels.

### **Observations:**

- Player is experienced with RPGs
- Player runs through fights easily
- Player prefers to use AOE attacks
- Player enjoys mana regeneration on fight
- Player chooses to use drafting often
- Player loves the bosses added wanting more
- Player felt boss fight was challenging

## Playtest # 12

Name: Derrick Turner

Gender: Male

Age: 18

Enjoyment Rating: 7

Gaming Experience: Good

### **Positive Feedback:**

Liked the combat system

### **Improvement:**

More decorations

### **Observations:**

- Player found 'spiderman' bug
- Player had no struggle with enemies
- Player found and acknowledged boss room
- Player chose to fight slowly and think out his moves
- Player liked UI
- Player died to boss

## Analysis

### Aggregation:

- Playtests went well with little bugs.
- Most players went to the chest were confused when it did nothing.

### General Trends:

- Bosses defeated half of the players who play tested
- Players gravitated towards the chest
- Players chose characters with AOE spells over single target
- Players accidentally attacked themselves
- Players wanted more stuff around the map

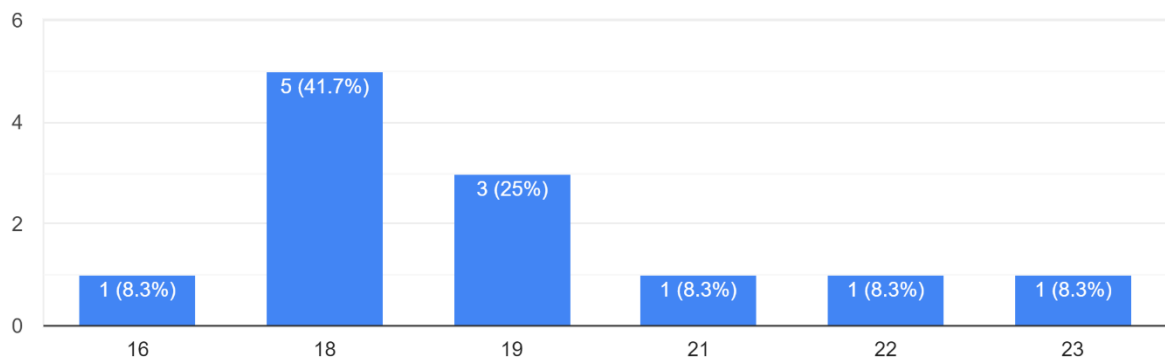
### Conclusion:

Overall, the game is polished, and people enjoyed the gameplay and design. Areas we needed to focus are on decoration and game balance. The decorations were lacking with baron walls and only a few torches. We could also use more different decorations for our levels. We could also use art for the players characters and enemies. Our game also had some characters who were standouts and very strong. If a player managed to get a character with a high base attack and high health, they could destroy bosses easily. Players could also get mages with a specific spell that allowed them to destroy most normal enemies.

### Charts and Diagrams:

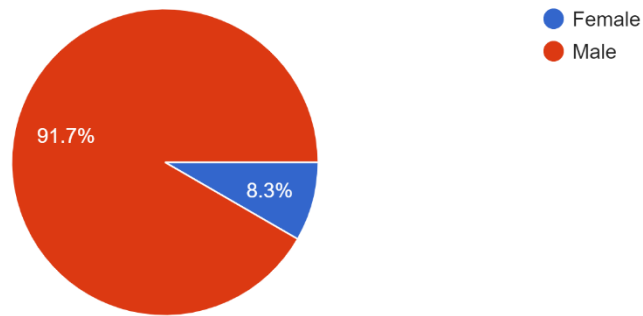
How old are you?

12 responses



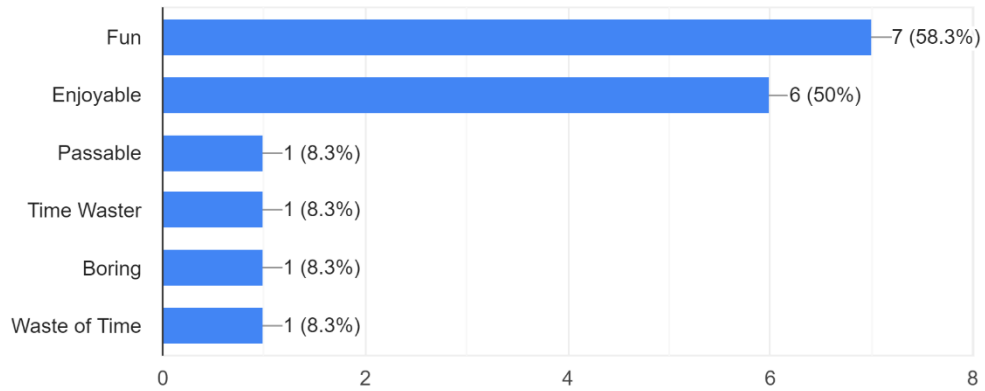
### Gender?

12 responses



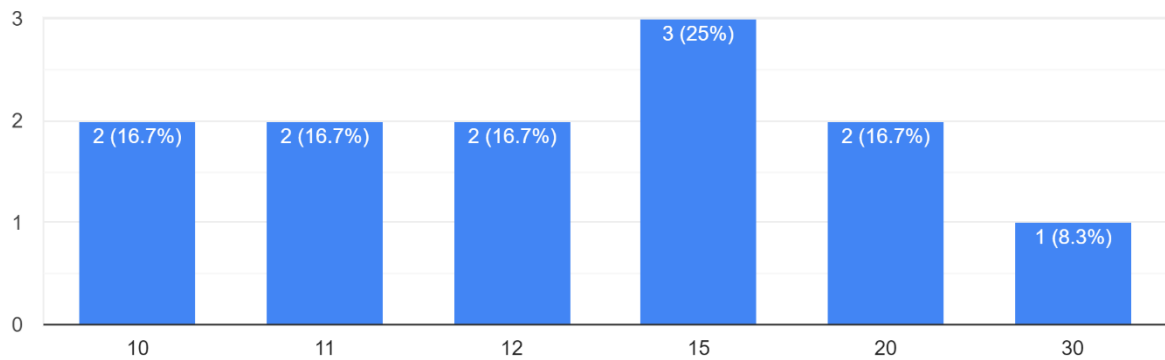
### How would you describe your experience playing Spiral?

12 responses



### How long did your game of Spiral last (In minutes)?

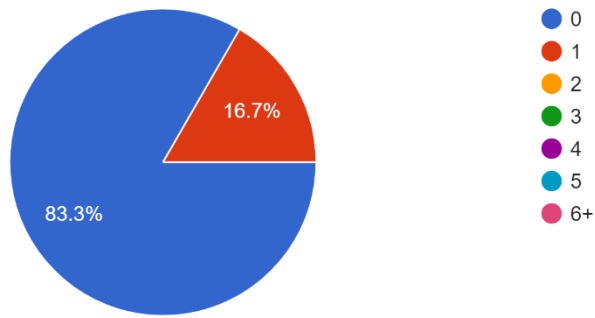
12 responses





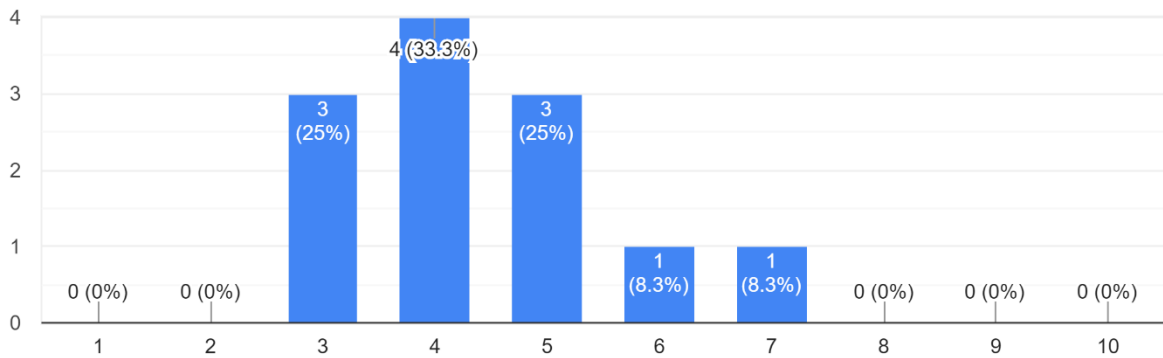
How many times during the game did you get stuck?

12 responses



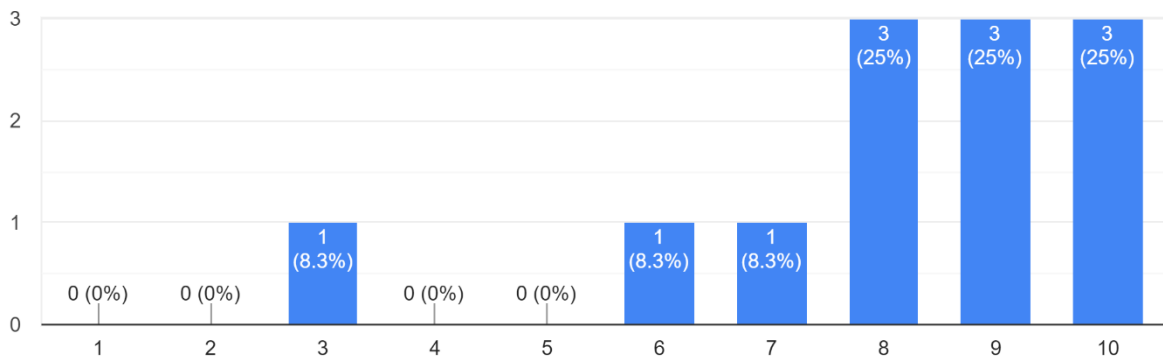
On a scale of 1-10, how difficult was the game?

12 responses



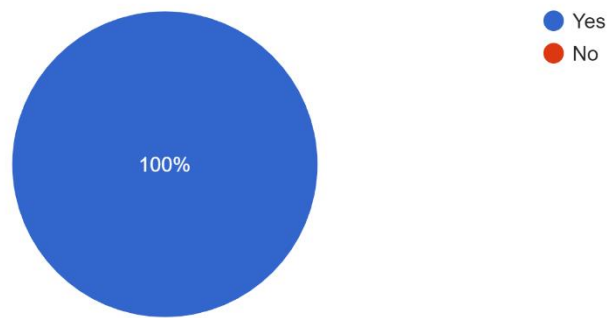
On a scale of 1-10, what was your overall enjoyment with playing the game?

12 responses



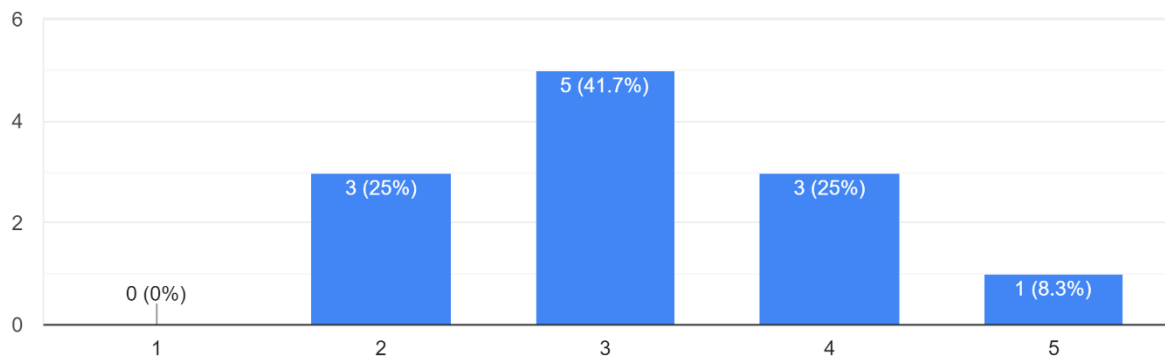
Did the Spiral UI feel clear and easy to use?

12 responses



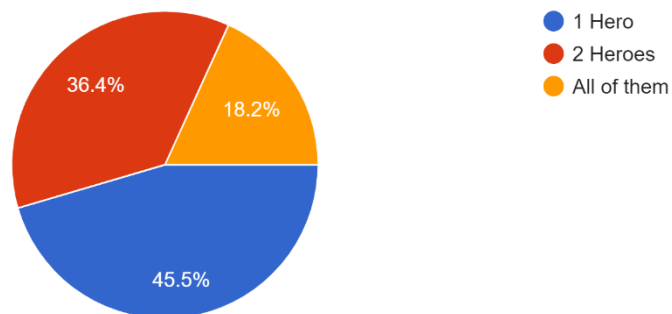
How would you rate the speed of fights?

12 responses



How many heroes died during your playthrough?

11 responses



## Action Plan

- How we plan to improve the decoration of our game is to create and implement some more decorations into the levels.
- We plan to add cobwebs, chains, and small altars to our levels.
- We also plan to add functionality to the altars like restoring health or mana to the players party. This will change the player experience by rewarding exploration.
- We also plan to add art for the characters in the players party, this will add some more visual clarity to combat.
- We will rebalance some weaker classes to make them stronger and nerf some stronger classes and spells. This will change the player experience to allow for a wider variety of playstyles and party compositions.
- We will change the form to ask players if the altars felt like, must use, or they could be saved for later.
- We will also ask the players if they feel like they can pick the characters they wanted too, or if they were too weak and had to be skipped.
- We will also ask if they encountered specific spells and if they felt overpowered.

# Milestone 4 Playtest Report

## Individual Playtests

### Playtest # 1

Name: Sam

Gender: Male

Age: 18

Enjoyment Rating: 10

Gaming Experience: Amazing

Time: 13:27 mins

Difficulty: 4

Did they get stuck: No

#### **Positive Feedback:**

the game felt great to play and it was interesting to try and make the best team

#### **Improvement:**

There is no improvement

#### **Observations:**

- Player stops to observe and read the signs
- Player uses the tab menu to see their units really enjoying it
- Player uses basic attacks occasionally to preserve mana
- Player takes their time to heal team before fight ends
- FIRST FIGHT END 2m
- Player reads spiral sign but ignores spiral
- Player comments on text color being gray
- 2nd FIGHT END 4:28
- Player comments on sensitivity being high
- 3rd FIGHT END 6:27
- Player enters spiral and uses the drafting
- Player stops to hesitantly take the shrine
- Player searches for more spirals to find better units
- 4th FIGHT END 9:01
- Player finds boss room
- 9:18 PLAYER BEGINS BOSS FIGHT 1
- 13:27 PLAYER BEATS BOSS/ END STAGE 1

#### **What felt overpowered?**

Basic attacks were too strong

**What felt weak?**

The squires and knights did not do enough damage.

## Playtest # 2

Name: Doug

Gender: Male

Age: 18

Enjoyment Rating: 10

Gaming Experience: Amazing

Time: 7:00 mins

Difficulty: 4

Did they get stuck: No

### **Positive Feedback:**

The attacks felt nice to use

### **Improvement:**

Some heroes feel weak if they get bad abilities

### **Observations:**

- Player reads signs taking their time
- 1ST FIGHT 0:20
- Player takes on multiple enemies at once instead of focusing down one at a time
- 1ST FIGHT END 1:00
- 2ND FIGHT 1:30
- 2nd FIGHT END 3:10
- Player uses spiral and chooses ally for moves
- 3RD FIGHT START 3:30
- Player got a healing ally
- Player heals before fight ends
- 3RD FIGHT END 4:25
- Spiral found (Skipped)
- Boss room found 4:55
- Boss Fight Start: 5:00
- Player focuses boss over goblins
- Player loves the denounce heretic ability
- BOSS FIGHT DONE 7:00

### **What felt overpowered?**

Archers seemed to deal a lot of single target damage

### **What felt weak?**

Healing did not feel strong enough to be worth adding to the team

## Playtest # 3

Name: Dylan

Gender: Male

Age: 19

Enjoyment Rating: 7

Gaming Experience: Great

Time: 6:00 mins

Difficulty: 3

Did they get stuck: No

### **Positive Feedback:**

concept of the game is great people who like turn based combat would have no problem playing this

### **Improvement:**

needs an option menu to change my sensitivity. I would also like to be able to turn v-sync on as my monitor seemed to have a tearing issue while my frame rate was very high. make the ceiling higher I'm getting claustrophobic. maybe a little lore at the start to give me a reason as to why I'm in the game.

### **Observations:**

- Player reads every sign slowly
- Player uses TAB menu to read out their team
- 1ST fight START 0:30
- Player gets good team and uses powerful moves on enemies
- 1ST FIGHT END 1:20
- Player uses first spiral and chooses to skip
- 2nd FIGHT 1:56
- 2nd FIGHT END 2:20
- Player runs into next spiral and chooses to skip again
- Player checks every spiral they can find, skipping due to team
- 3RD FIGHT 3:10 (almost skipped)
- 3RD FIGHT END 3:55
- Boss Room found 4:00
- Boss FIGHT START 4:10
- Player focuses down boss over goblins
- BOSS FIGHT END 6:00

### **What felt overpowered?**

I didn't feel that any class was powerful

**What felt weak?**

Archers did not have enough health.



## Playtest # 4

Name: Josh

Gender: Male

Age: 18

Enjoyment Rating: 10

Gaming Experience: Amazing

Time: 7:20 mins

Difficulty: 5

Did they get stuck: No

### **Positive Feedback:**

Attacks were enjoyable to use

### **Improvement:**

Would add more mana to characters to make spell casters more consistent

### **Observations:**

- 1ST FIGHT START 0:05
- Player has no AOE with weak units
- 1ST FIGHT END 1:30
- Player uses up units mana before drafting out
- 2nd FIGHT START 2:00
- Player chose to ignore spiral for this fight
- 2ND FIGHT END 3:28
- Spiral encountered player drafts out units
- Second spiral encountered player uses draft again
- 3RD FIGHT START 4:22
- 3RD FIGHT END 5:30
- 5:32 boss room found
- 5:40 BOSS FIGHT START
- Player focuses down boss first ignoring goblins
- 7:20 BOSS FIGHT END

### **What felt overpowered?**

The wizard's fireball spell did a lot of damage

### **What felt weak?**

Sometimes I could destroy all of the enemies before they could attack

## Playtest # 5

Name: Chad  
Gender: Male  
Age: 18  
Enjoyment Rating: 10  
Gaming Experience: Amazing  
Time: 5:29 mins  
Difficulty: 3  
Did they get stuck: No

### **Positive Feedback:**

The art was nice!

### **Improvement:**

No improvement

### **Observations:**

- First FIGHT starts 0:11
- Player focuses enemies one by one (decent team)
- First FIGHT END 0:58
- First Spiral encountered (Skipped)
- 2ND FIGHT START 1:15
- 2ND FIGHT END 2:20
- 2nd spiral encountered (Skipped)
- 3rd Spiral ignored
- 3RD FIGHT START 3:02
- 3RD FIGHT END 3:20
- Boss room found 3:30
- Boss FIGHT START 3:46
- Player Focuses boss over minions
- Player has no heals
- Player spams out abilities using big mana pool
- BOSS FIGHT END 5:29
- Player in win screen?

### **What felt overpowered?**

I didn't feel that any class was powerful

### **What felt weak?**

I would make some of the enemies stronger

## Playtest # 6

Name: Tim

Gender: Male

Age: 18

Enjoyment Rating: 10

Gaming Experience: Amazing

Time: 3:50 mins

Difficulty: 5

Did they get stuck: No

### **Positive Feedback:**

They really liked the overall tone of the game

### **Improvement:**

Make enemies a little stronger

### **Observations:**

- 1ST FIGHT START 0:05
- 1ST FIGHT END 0:57
- 1st spiral encountered Draft made
- 2ND FIGHT START 1:40
- Player got heavy ad units
- 2nd FIGHT END 2:05
- Boss room found 2:12
- BOSS FIGHT START 2:20
- Player has very good units
- Player focuses down boss with basic attacks chunking it out
- Player has no heals and finds one of their units low
- Player focuses boss with larger moves to kill before units die
- BOSS FIGHT END 3:50

### **What felt overpowered?**

Archers had god AOE and single target damage

### **What felt weak?**

Priest healing felt too weak.

## Playtest # 7

Name: Andy

Gender: Male

Age: 18

Enjoyment Rating: 8

Gaming Experience: Great

Time: 15:00 mins

Difficulty: 2

Did they get stuck: No

### **Positive Feedback:**

was fun and I liked the idea

### **Improvement:**

better graphics and stuff

### **Observations:**

- Player takes time to read signs
- Player reacts well to first enemies (New hp cars make them seem like a threat)
- Player immediately understands combat
- UI seems to be friendly
- Player enticed by portal and its movement towards player
- Player chose to use drafting off of first portal
- Player does not see overall goal of game
- Player takes time fighting enemies
- Player chooses to use buff spells often
- If the player takes their time, they go very slow slowing the playtest
- Player really wants damage in their party
- Player is enticed by shrine
- Enemies near shrines seem to be a little too healthy? - fight takes longer than others by a large amount
- "When your teammates die you replace them" A different reason to draft other than stats
- -----Maybe adding a sign saying that they need to escape deeper into the dungeon is a good idea-----
- Player choosing to run and fight every enemy in the dungeon

### **What felt overpowered?**

Basic attacks felt very powerful

### **What felt weak?**

The boss seemed to have low health

## Playtest # 8

Name: Jaden

Gender: Male

Age: 19

Enjoyment Rating: 5

Gaming Experience: Decent

Time 12:00 mins

Difficulty: 6

Did they get stuck: No

### **Positive Feedback:**

Liked the signs

### **Improvement:**

Color changes for enemies and heroes

### **Observations:**

- Player gets bad team off start
- Player begins first fight and uses their high mana cost spells frequently
- Player chooses to skip first spiral
- Player Begins second Fight, this time needing to conserve mana but chooses to keep using without consequence
- Player gets to 2nd spiral, this time using draft
- Player makes it to 3rd enemy, this time player runs out of mana and is stuck with just basic attacks, leaving their team low
- Boss room found
- Boss doesn't kill any of players units

### **What felt overpowered?**

The game felt pretty balanced

### **What felt weak?**

Lords did not have enough attack to be useful, first enemies seemed too weak.

## Playtest # 9

Name: Aidan Armentano

Gender: Male

Age: 19

Enjoyment Rating: 5

Gaming Experience: Decent

Time: 10:00 mins

Difficulty: 2

Did they get stuck: No

### **Positive Feedback:**

Amount of heroes needs to be changed

### **Improvement:**

Add a HUD

### **Observations:**

- Player is completely new to RPGs
- Player reads signs slowly but uses TAB to check out team
- Player does not get good team, complains about RNG
- Player beats first enemy with ease
- Player enters first spiral uses drafting to get rid of low mana wizard
- Player enters fight with second enemy using a lot of high mana cost spells
- Player enters 3rd encounter with enemies, with no healing spells he becomes low hp
- Player used shrines but heroes were still at half health
- Player dies to boss

### **What felt overpowered?**

Wizards fireball spell did a lot of damage

### **What felt weak?**

My starting party seemed very weak

## Playtest # 10

Name: Kevin Nguyen

Gender: Male

Age: 18

Enjoyment Rating: 9

Gaming Experience: Great

Time: 6:54 mins

Difficulty: 4

Did they get stuck: No

### **Positive Feedback:**

I liked the artwork; the combat feels nice and it feels like a homage to old RPGs with a twist

### **Improvement:**

I would just say maybe add traps, or events that can buff or debuff the party

### **Observations:**

- Player enters game, reads signs slowly and really appreciates the art
- Player talks about the old look of the game
- Player enters first fight
- Player enjoys combat, really talking about the feel of old school RPGs
- Player defeats first enemy and goes onto first spiral
- Player uses spiral drafting letting go of a priest
- Player moves on to second encounter, excited to fight enemies
- Player defeats enemies with ease and moves onto spiral
- Player uses spiral drafting
- Player moves onto 3rd encounter, ignoring spirals because he believes his team is good
- Player beats 3rd encounter and moves onto boss room
- Player has a hard-fought battle with boss but triumphs and wins

### **What felt overpowered?**

Chieftain felt super strong with high health, good single target, and great AOE.

### **What felt weak?**

Enemies seemed to die way to fast.

## Playtest # 11

Name: Tom

Gender: Male

Age: 20

Enjoyment Rating: 9

Gaming Experience: Great

Time: 6:37

Difficulty: 6

Did they get stuck: No

### **Positive Feedback:**

Liked the art,

### **Improvement:**

Looked down, didn't see legs.

### **Observations:**

- Player is experienced with RPGs
- Player runs through fights easily
- Player prefers to use AOE attacks
- Player enjoys mana regeneration on fight
- Player chooses to use drafting often
- Player loves the bosses added wanting more
- Player felt boss fight was challenging

### **What felt overpowered?**

War Chief had too much health

### **What felt weak?**

Sometimes enemies would heal when at full health, enemies seemed to attack at random and would not focus targets.



## Playtest # 12

Name: Lexi

Gender: Female

Age: 18

Enjoyment Rating: 8

Gaming Experience: Great

Difficulty: 6

Did they get stuck: No

### **Positive Feedback:**

The gameplay was fun. Liked being able to customize their team with new members

### **Improvement:**

Spirals should have better visual indicators or an animation

### **Observations:**

- Player found 'spiderman' bug
- Player had no struggle with enemies
- Player found and acknowledged boss room
- Player chose to fight slowly and think out his moves
- Player liked UI
- Player died to boss

### **What felt overpowered?**

Cleave and Volley did a lot of damage for low mana cost

### **What felt weak?**

Most characters third spell felt useless or worse than basic attack or the second spell.

## Analysis

### Aggregation:

- The game overall was much easier.
- The boss did not kill as many players.
- Players made their way through the level faster.
- The game was easier to understand thanks to the addition of signs.
- 

### General Trends:

- Players completed the game much faster than in previous playtests
- Players got eased into the game better making the game easier
- Players spent less time in fights due to better UI

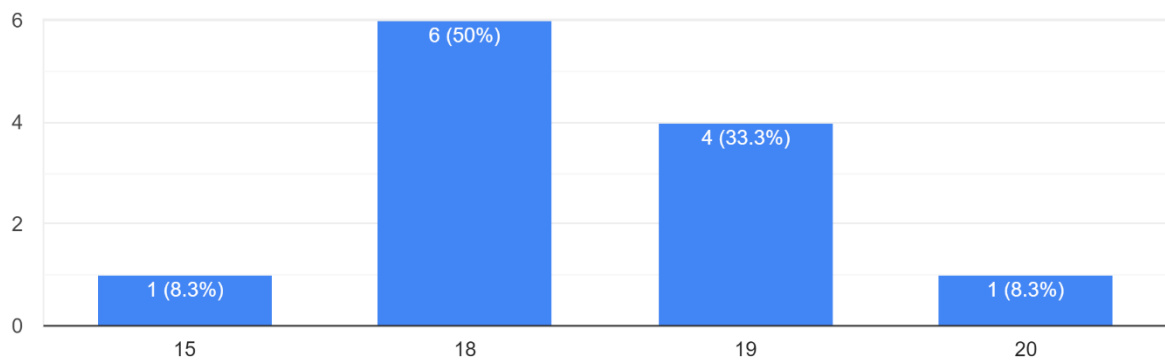
### Conclusion:

Overall, players found the game easier and completed it faster than previous builds. Adding in signs to guide the player and tell them what things are helped people understand the game. Some UI changes also made combat flow better and lowered time in combat. Also, the changes to the level design to remove the ability to walk into empty hallways and make it easier to navigate to the boss lowered game time.

### Charts and Diagrams:

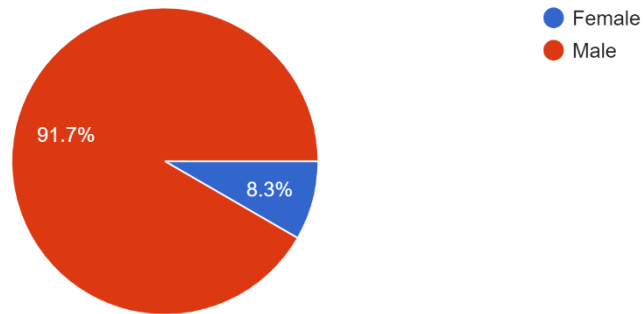
How old are you?

12 responses



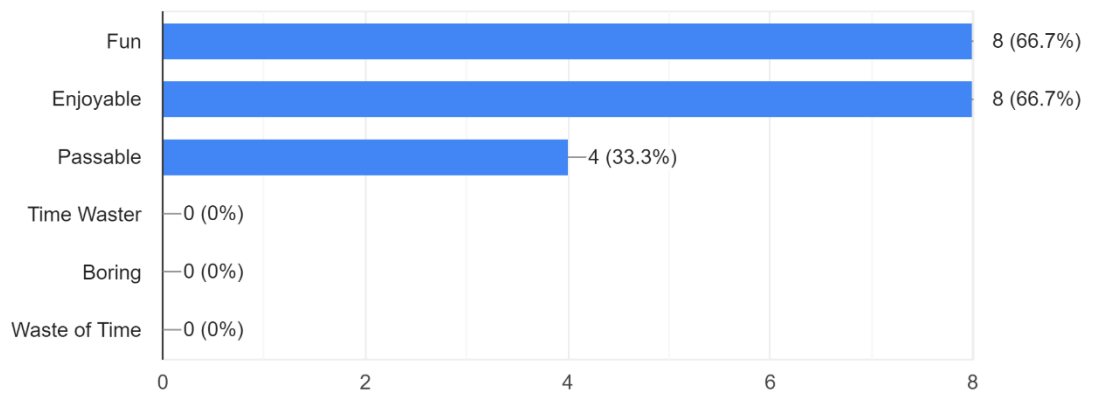
### Gender?

12 responses



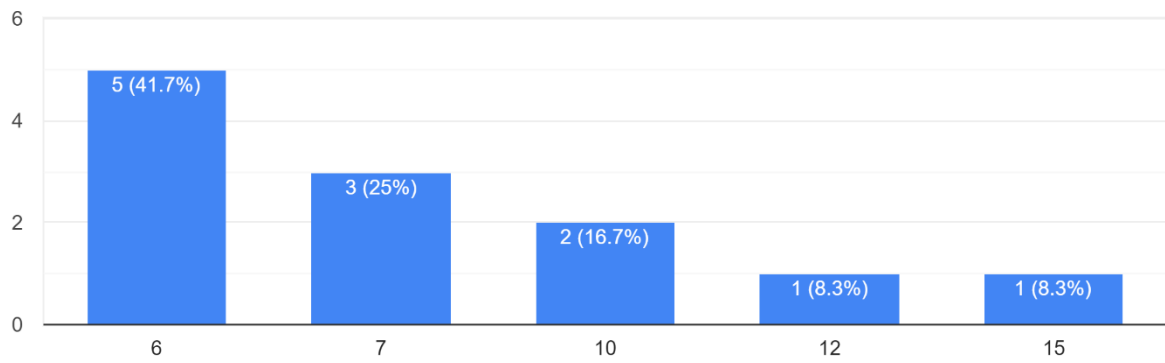
### How would you describe your experience playing Spiral?

12 responses



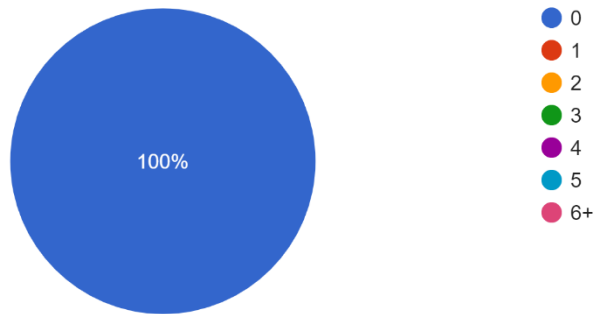
How long did your game of Spiral last (In minutes)?

12 responses



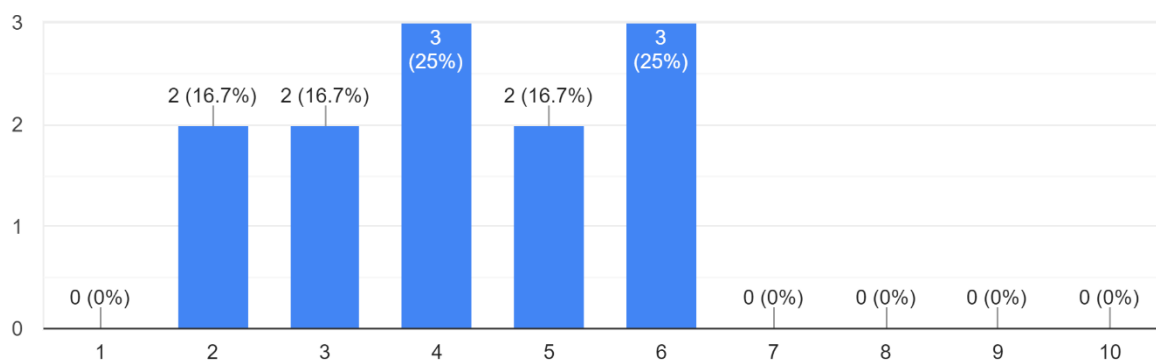
How many times during the game did you get stuck?

12 responses



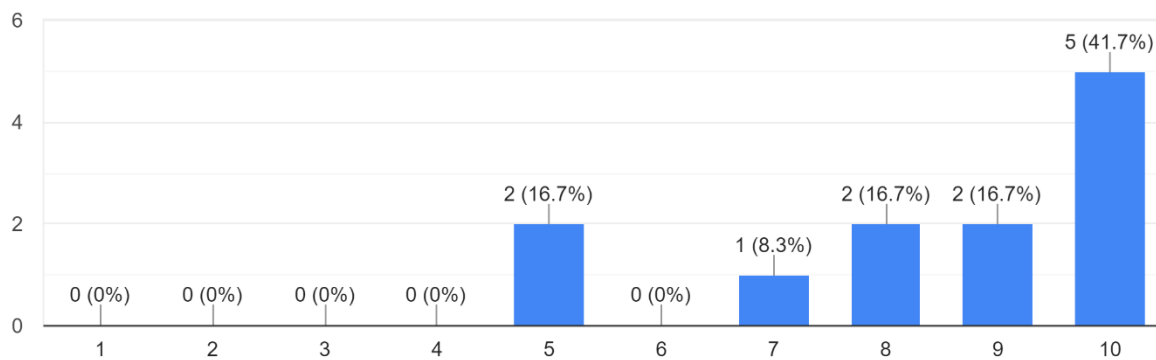
On a scale of 1-10, how difficult was the game?

12 responses



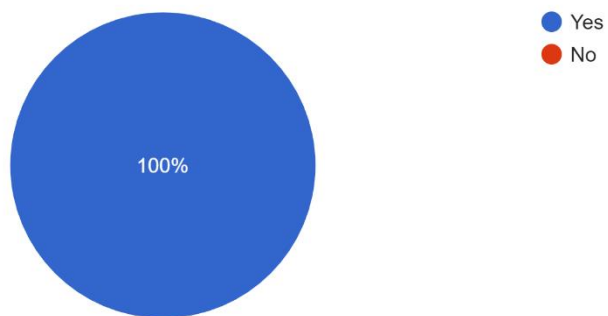
On a scale of 1-10, what was your overall enjoyment with playing the game?

12 responses



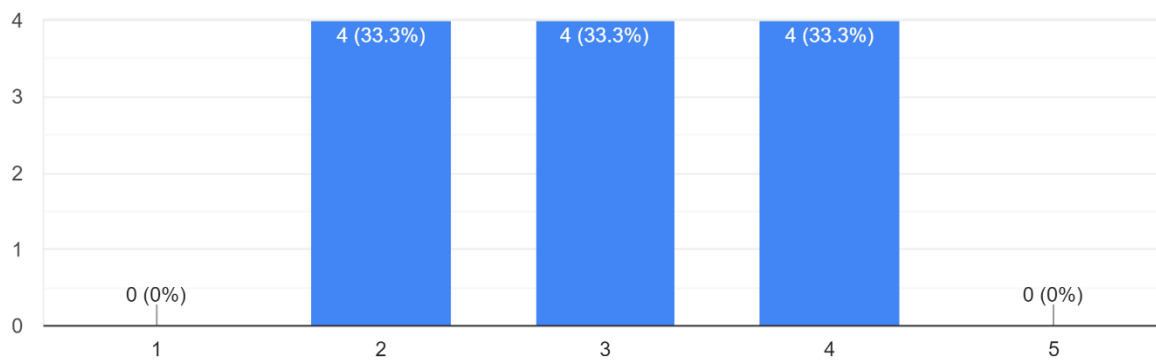
Did the Spiral UI feel clear and easy to use?

12 responses



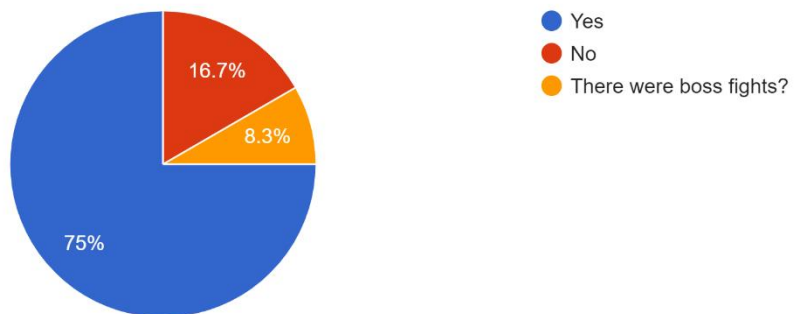
How would you rate the speed of fights?

12 responses



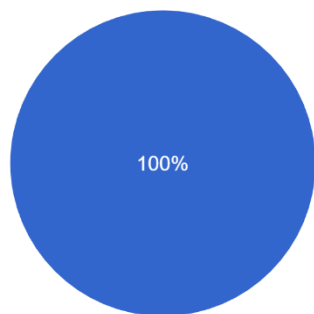
Did the boss fights feel challenging?

12 responses



How many heroes died during your playthrough?

3 responses



- 1 Hero
- 2 Heroes
- All of them

## Action Plan

- We plan to improve our game by adding in more levels. We plan to add in some more levels to allow the game to get more difficult and challenging as they keep playing. We will modify the playtesting form to ask players if they felt the game got harder each level.
- We plan to add more visual indicators to lead players to the final boss. We plan to add a form of breadcrumbs to lead the player to the boss. We would modify the playtesting form to ask if they felt that navigating to the boss was easy or difficult.
- We plan to add in more clarity in combat. Currently if a player is debuffed or buffed then there is no way to check. We plan to add visuals that show if someone is debuffed and show their attack value. We will change the playtesting form to ask if they knew their characters stats were changing mid combat.