

Development and public playtest



After a successful playtest, we marched on to iterate designs and make a better version of the prototype. We changed many things. For example, players now are encouraged to hold the controller in portrait mode and place the iPad in the same orientation. Players who perform poorly are now eliminated from the game, and players have new ways to avoid obstacles like jumping.

It was a very challenging two weeks. We had to implement UI, improved features, more art assets and tutorials. Our team had to communicate and work in tight schedules to create many features for the next prototype version.

On October 26, we opened our game to a public playtest. Many people were interested so we were fortunate to get a total of 6 groups (over 20 people) to test our game. We found that the game rules needed clarity and that we need to iterate the game mechanics. What was great from the playtest was seeing how much playtesters enjoyed the game and how eagerly they said they awaited the following version.

Next Week

We will be doing our halves-presentation and showcasing a live demo. Until then, we will be debugging and improving the features. Like the last presentation, we will impress the audience with a great game and a great presentation. Let's go team West-Turn!

