

Introduction

Out of 27 reviews, 12 of which were completed on Google Form via QR code and 15 via chatting with us and discussing ideas as we wrote down the feedback manually, we got an average score rating of 7.4 out of 10, based on purely on the beta version of our game the tester played and not what the game *could* be.

Positives

Common positives included comments about loving the aesthetic, enjoying the “cute” art style and the creative animations creating the feeling of the player, objects and scenery being “toys” and really in an aquarium.

Players enjoyed the pacing of the game, and commended it for being easy to understand and play.

Many players when asked what they thought the target audience for our game guessed within the range of 6-15, which fits our goal of a target age of 12. Some players, however, made guesses for universal/everyone, toddlers, and under 6.

Negatives

Almost all players struggled with the controls. Some understood the concept (dragging the player) but struggled to grab the player because the area for dragging was too small, and some tried tapping in other places of the screen expecting the player to move.

Several suggestions were made about alternative controls, including;

- Allow the player to be dragged from any position
- Use “Flappy Bird” style movement (tap to keep higher, stop tapping to drop)
- Virtual joystick to drag to move the player

We’ve agreed as a team we need to prototype some alternative controls, based on this feedback, and see what feels better.

For the Art, many pointed out the background was basic and not tiling correctly. This was due to our parallax having to be disabled on the day of testing. We need to fix our art so that it’s seamless and rewrite our parallax background system, so it moves correctly.

The tutorial could be improved by adding more UI to make it obvious we are invulnerable in the tutorial state, UI icons to hint at the control method, and maybe a rewind icon when time rewinds.

Suggestions

- More animations
 - “Death” animations, i.e. mines exploding, shark catching diver, etc.
- Different skins for the diver character
- Obstacles that give warning, then enter screen fast
- Fish swarm obstacle slow, but not harm
- Introduce stages every 5km
 - Would likely be achieved with planned USP direction switch, and background changes
- Collectibles and pickups (powerups, coins, shields, etc)
- Reduce the diver’s hitbox, instead of their entire body just the arms down to about mid – too many players clipped their legs on obstacles after believing they had safely passed
- Health system to allow hitting multiple obstacles, rather than just one
- Music is a bit irritating
 - New music is planned, beta was using placeholder music

Data

Google Form (12 reviews)

What course do you do?	What do you like/dislike about the UI/player movement?	What do you think about the artstyle? and the overall aesthetic of the game? what do you like/dislike about it	What target audience (age) do you think this game is for?	Is there anything we could implement that isn't already in the game?	Any thoughts?	What do you rate the game out of 10? (e.g. 8/10)
Lecturer in Games Design	The control of the character feels a bit strange having to press directly on the character to move it. However, it does feel fairly quick and responsive. The game feels well rounded and the pace of the game feels good. The game was enjoyable to play and easy enough to get an understanding on how to avoid the obstacles	I really like the overall art style. It would be good if more animations were added	Any age. Universal. E for everyone	More animations. Some pickups like power ups, coins, shield (extra lives) etc.	Keep up the great work. If you add the above it'll be a game I would actually download and play in my free time	8/10
Games Programming	I like the style of movement but wish the radius of the button was bigger	Its nice and I like the idea of a toy diver	6-12	Different skins in the game	Fun game but simple, but simple isn't bad	6
Game design	All the UI is implemented well and was epic would add a temporary arrow to show that the player has to draw the river himself	Artstyle is very nice big fan	9-15	Perhaps a obstacle that comes in very quickly with a warning i.e missiles from jetpack joyride	Fire game	8.5/10
Electrical engineering	Feels stiff	Add more colour ?	All age ..?	Let the fish swarm slow the diver down and not stop it..??	Power ups ??	8
None	It's very responsive. It would be good if the area around	It's a good mix of colours, easy on the	5+	Putting stages in, every 5km then bombs drop after 10km	Great game for first play	7.5/10

the diver is extended so that your finger is off the diver.

eyes and good for those who have eye issues as not too bright.

introduce swordfish moving quick or octopus with electricity moving up and down. Moving background such as seaweed swaying.

BSc Games Programming	The UI is the most refined I've seen so far from all games. Player movement is OK, but consideration into how much of the player is hidden by the hand is important.	The art style is really nice and consistent throughout the game, although I would really like to see the parallax background working!	9 to 15	Maybe the mines explode when hit? Add option to skip intro video.	Very good, needs some more polish and potentially more mechanics to make the game less repetitive (but consideration into scope is needed)	9/10
Fine art	The legs get caught, really love the animation and concept	It's pretty	10-15	More fish types		8
Games art	Can't control player character from anywhere on the screen	Good, consistent between artists	E - everyone	Collectibles	Games is basically ready for submission	8.2/10
Software engineering	Feels awkward needing to drag the player and it not just going to where it's tapped, possibly a geometry dash ship style movement instead to increase difficulty	I like the artstyle, the player should angle up and down as it moves up and down	Younger children, probably 3-6	Aforementioned player angling and/or control revamp, additional obstacles, maybe an ocean floor that makes the stage feel less empty, fix the background looping seem being noticeable	Good art, pretty basic gameplay but that could be fine given target age range	6/10
Games Art Year 2	Because the player sprite is long sometimes you just clip the obstacles, maybe make the hitbox slightly smaller on the player	I like the art style and its consistent, although the background doesn't tile and ruins the immersion	3-12 years old	N/A	N/A	7/10

Pharmacology	Movement is simple and easy to use	Needs sharks in the background	Toddlers	Tap strafing	Great job guys	5
Biochemistry	Smooth	Light	3-6	Improve the hitbox of the diver and fish	Alright as a kids game - not really original, similar to flappy birds	6/10

Manual Feedback (15 reviews)

Pros	Cons	Score (out of 10)
Fun game idea, love endless runners. Immediately knew what he was doing as our generation grew up on endless runner games.	Background doesn't tile, gets the idea and theme about the game, seems slightly playing with the ui and the game overall. Did not notice the tutorial at the menu screen. Item that takes us back in time needs to be more visible. Tutorial button needs to be redone to match the theme – more visible.	7
Responsive controls, engaging gameplay. Good tutorial, even without tutorial mode.	At a specific distance, my case – 9-10km, the game becomes too fast, and it is very hard to dodge the obstacles due to the fact that the feet of the character also get you killed. Also, the screen size needs adjusting, because closer to 10km you cannot get in-between obstacles to dodge.	5
Really fun concept, used to going over sea mines. Lot of potential.	Tapping the screen instead of up and down, touchpad type thing. Could be a little bit like flappy bird in a sense.	7
Gameplay is simple which is good, decent art work.	Animation of a finger moving up and down on the character.	8
Animation is very nice, plays really well, confusing at the art but quick to figure out.	Add up and down arrows instead of the dragging, easier.	8
Looks really good, artstyle looks very very good. Main menu looks really nice.	Hard to move the diver up and down, quite hard to grasp the first time she was playing it.	8
Like the intro, like the game, movement feels smooth.		7.5
Lovely game, enjoyable game.	Confused how to play it.	8
UI is really great. The concept of the game is also really good.	Add in a small asset to show the tutorial reverses time to allow the player to understand the game. Should be a skip button.	8
Very great art, the gameplay is very fun.	Collision of player is long, work on collision of player.	8
Really nice, love the aesthetic, really cool how the player has the wind up thing.	Not much negative feedback, could have a health bar to show how many hits taken from the obstacles.	11
Games pretty good likes the animation, likes the idea very creative. Music nice	Music is a bit irritating.	8
Nice art style quiet cute the music is tense adds to the feel	Have somewhere to show of the controls	7
Like the intro more obstacles simple idea	Hit box adjustment	8
Good layout shows potential	Doesn't feel like fun feels slow art need work sounds need work	5

Conclusion

Based on the feedback we've received, and the work we know we had left to do, we are going to do the following:

High Priority

The following are high priority tasks and **must** be completed by the team.

- Finish Implementing the direction switching (USP) and finish the background parallax.
 - Art must be seamless.
 - Upwards art needs to be created. (Water/bubbles)
 - Switch between left/right, and up/down without impacting gameplay too hard.
- Prototype new control methods, based on feedback plus what we visual saw when watching play-testers.
 - Direction switching needs to be finished or kept in consideration when prototyping, as not all control methods would support up/down AND left/right movement.
- Keep the “cute” art style players have enjoyed, but as the speed increases darken the background and brighten the obstacles to increase the fear, but also to make the obstacles easier to observe without the distractions of the background.
- Collision refresh, such as reducing the size of the player's hitbox to avoid their legs clipping on obstacles and confirming all obstacles collision match what is visually shown.
- End Screen with shark art, player's distance score, and buttons to try again, return to menu, or quit.
- Add credits button to the main menu, with list of those who worked on the game, and any third-party assets we have used (i.e. sound effects, music, etc)
- UI Changes;
 - Darker options background, to avoid confusion with main menu buttons, and close options when tapping the background in addition to the resume button.
 - Tutorial icons (time rewind, control method suggestions i.e. finger swipe, etc)
 - “Fatten” the options sliders, to make them easier to tap and drag with fingers when on tablet.
 - Properly match all fonts with those used in art.
 - Fix PEGI Rating not showing on Splash screen (despite being implemented, but not rendering on Android)
 - Animations on the main menu (Diver bobbin, bubbles moving, water refraction moving, etc)
- New music (TODO: contact Artist)

Low Priority

The following are low priority tasks, such as nice to haves like skins and pickups, and are only allowed to be touched when all High Priority work has been completed.

- Player Pickups
 - Power ups, coins/collectibles, shields, etc.
- Skins
 - Hue slider for the player character.
- More obstacles/varying mechanics
 - Change some obstacles to not insta-kill but just hurt.
 - Some obstacles can slow, instead of damaging.
 - Some can impair vision.
- Health System
 - Paired with varying mechanics, player has health instead of insta-death.
- Review distance score
 - Currently score is metres/kilometres (m/km), but the score increases so fast it makes it seem like the diver is moving VERY fast – consider alternative measurements.
- Leaderboard
 - If we learn how to do persistent data storage, we can add a leaderboard to the end screen – top 10, or so, highest distances achieved.