PV266 – Game Development II
Task 3 – Playtesting
Spring 2023

Goals:
1. Create a build of your game for playtesting and submit it
   - team-work
   - **Deadline:** 23th of April (incl.)

2. Live playtesting session
   - team-work
   - **Dates:** 24th of April

3. Feedback Analysis
   - team-work
   - **Deadline:** 30th of May (incl.)

1. Builds:
- Create and **thoroughly test** a build of your game (make sure it is runnable on a computer in B311).
- Remove a folder:
  `[Your-game-name]_BackUpThisFolder_ButDontShipItWithYourGame`
- If your game does not contain the explanation of controls in-game yet, add the *"controls.md"* file describing the control scheme of the game. No need to explain the background story, lore, or anything about the game…, just controls.
- Create a .zip package and upload it to the homework vault.

2. On-site Organisation

See detailed instructions from PV255 - in the separate .pdf file (added into PV266 study material).

3. Feedback Analysis
1. Write down all the feedback gathered by all members of your team in a single document. Try to organise it - by type (visual/code/gameplay), (bug/comment/suggestion) or severity (minor/major/game stopper) or whatever taxonomy will suit you.
2. Discuss with the team "what to do" with individual items on your list. E.g.

a. bugs should probably be fixed :) If those are not features ;) If it is intended as a feature, but it was tagged as a bug by multiple players, you should discuss this issue.
   b. Suggestions could be accepted and implemented, or discarded.
   c. Balancing issues should be discussed - e.g. will you increase, decrease, or keep the speed? Or difficulty?
3. Write down your decisions.
4. Submit a .pdf file with feedback analysis.