

Infinite Tower Defense – first version playtest results

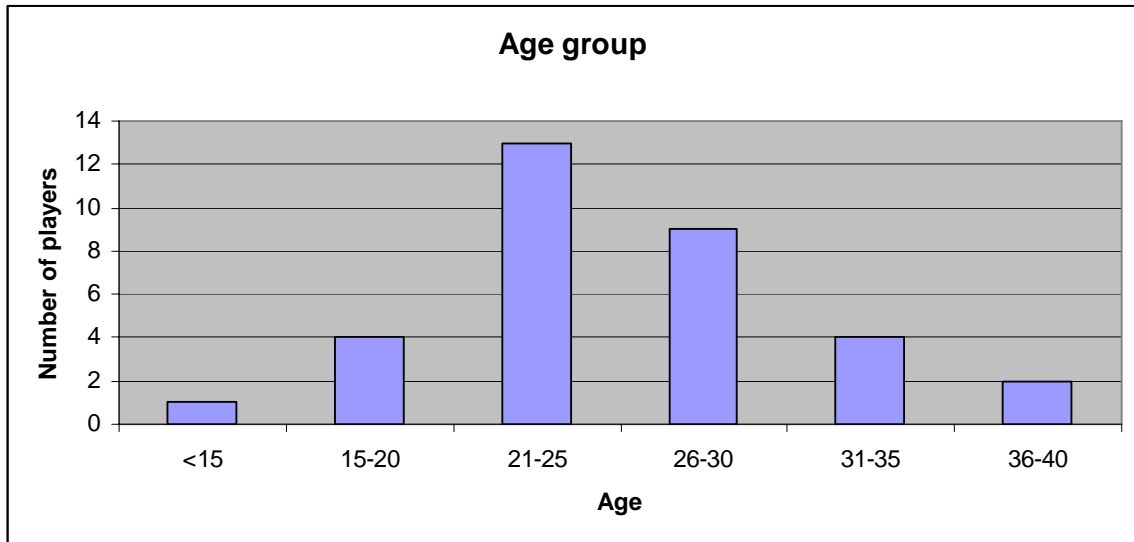
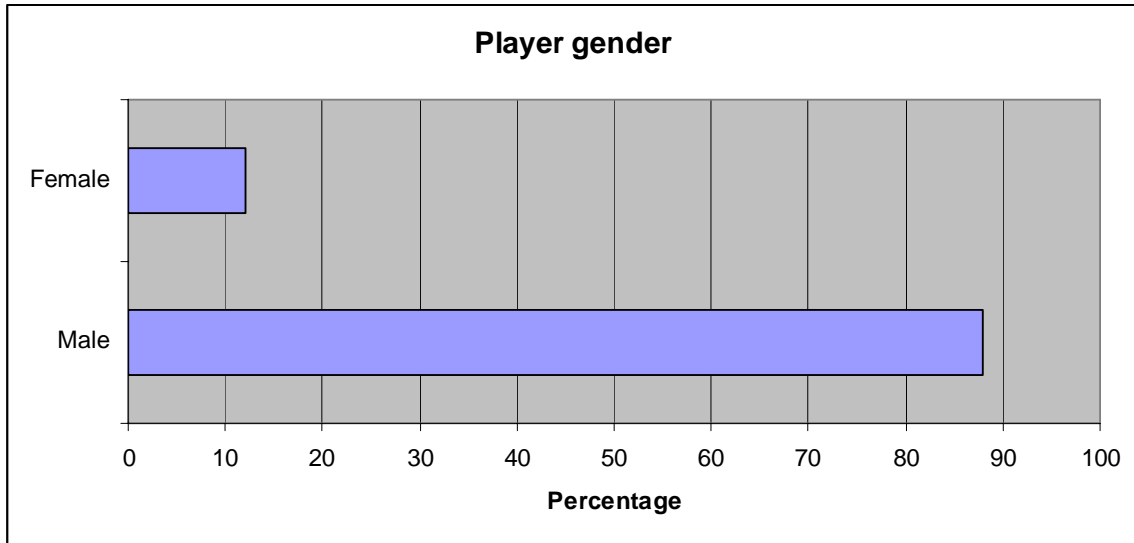
Global stats:

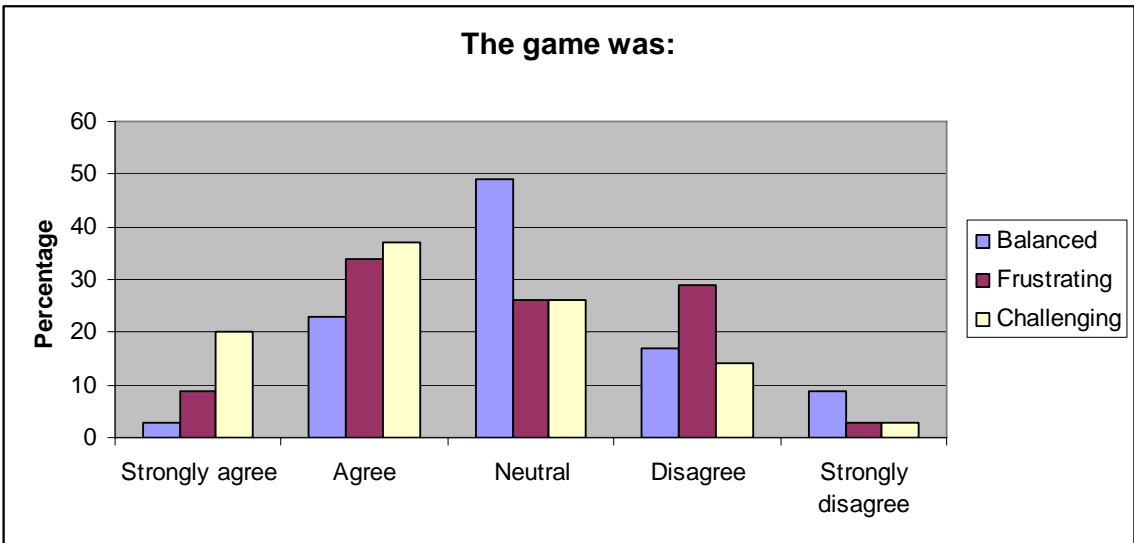
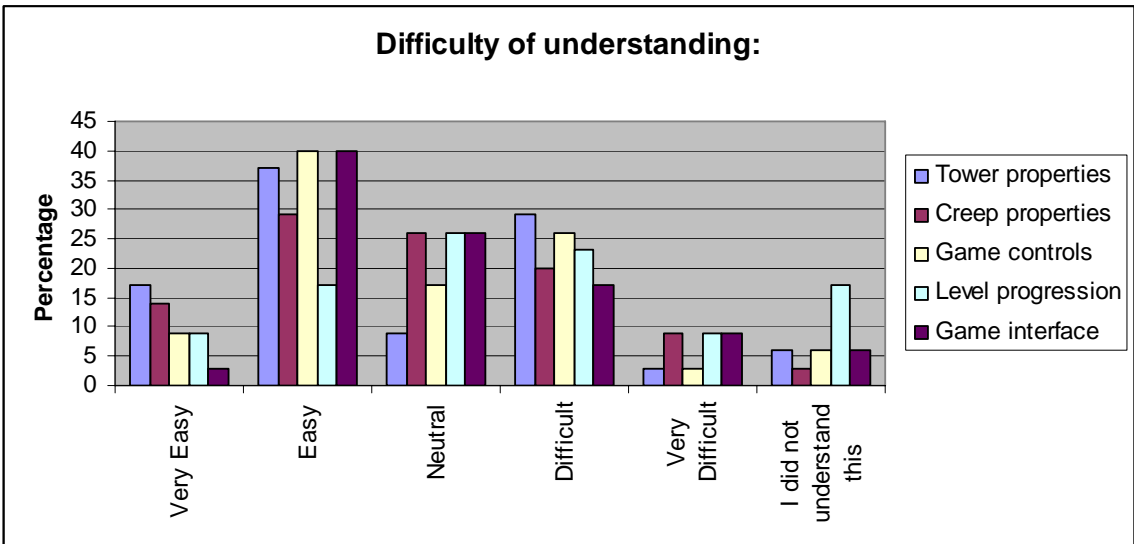
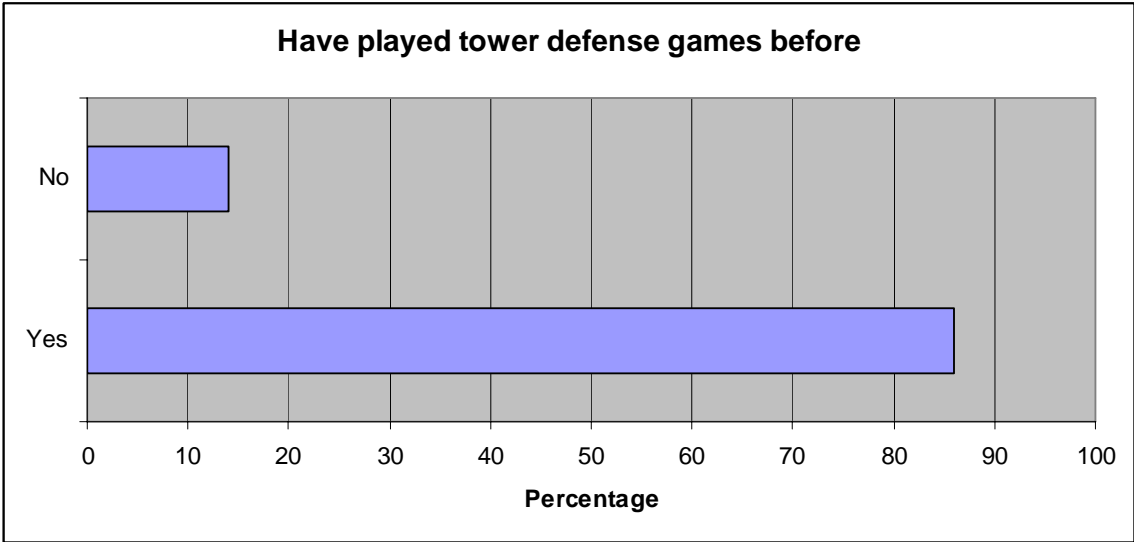
- **playtest duration: 10 days**
- **unique testers: 48**
- **completed surveys: 34**
- **gameplay sessions: 126**
- **countries where the game was played: 16**
- **country with most players: Romania (35%)**
- **longest game session: 2h 15m**
- **most time spent playing in one day by one player: 7h 10m**
- **total time played: 2d 5h 32m**
- **top highscore: 557849**
- **average score: 22700**
- **average game rating: 6/10**
- **most battled enemy waves in one game: 132**
- **average enemy waves battled in one game: 18**
- **highest difficulty level reached: 83/100**

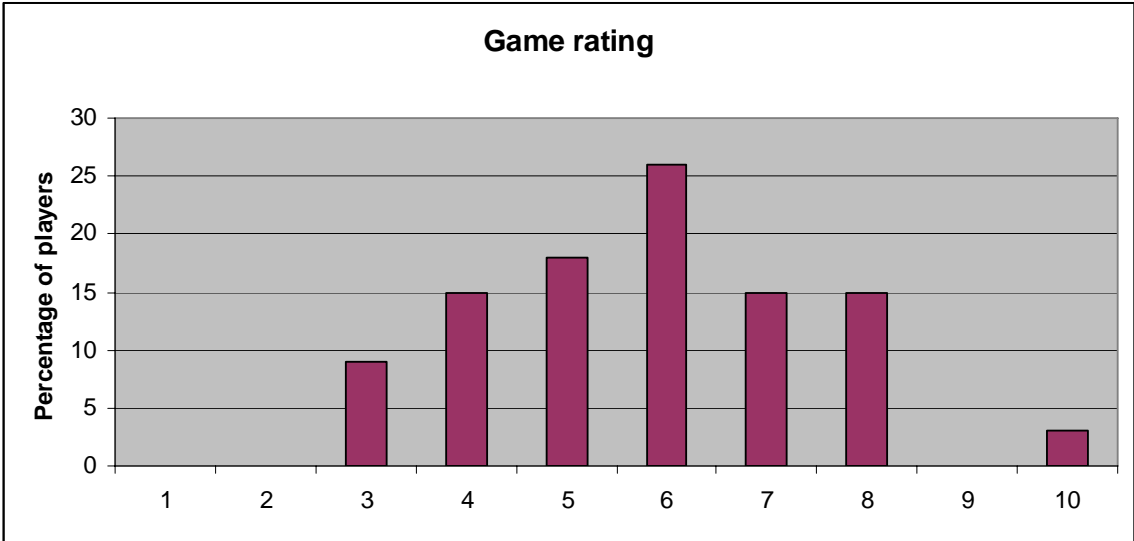
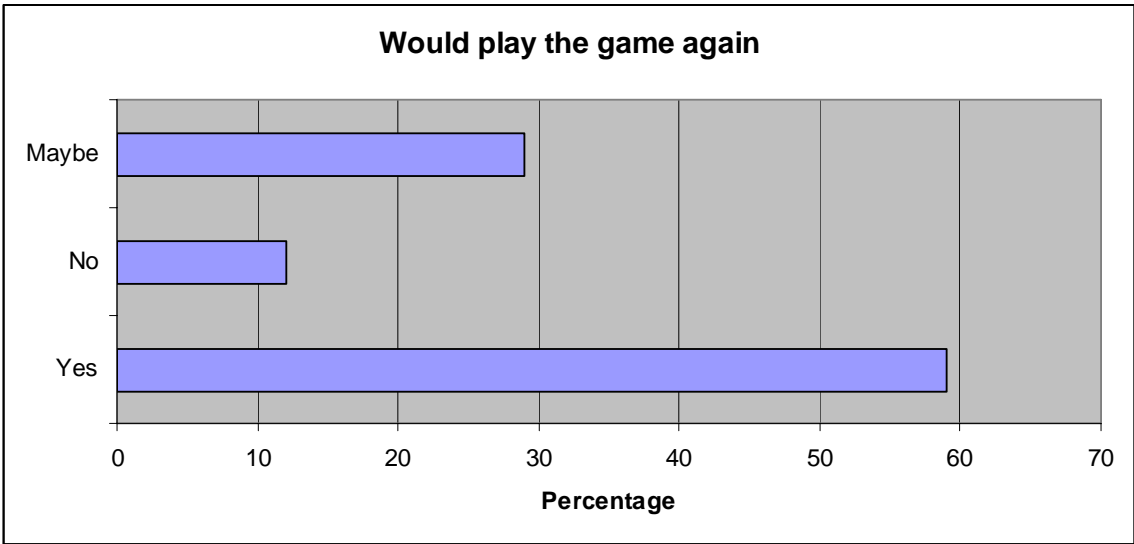
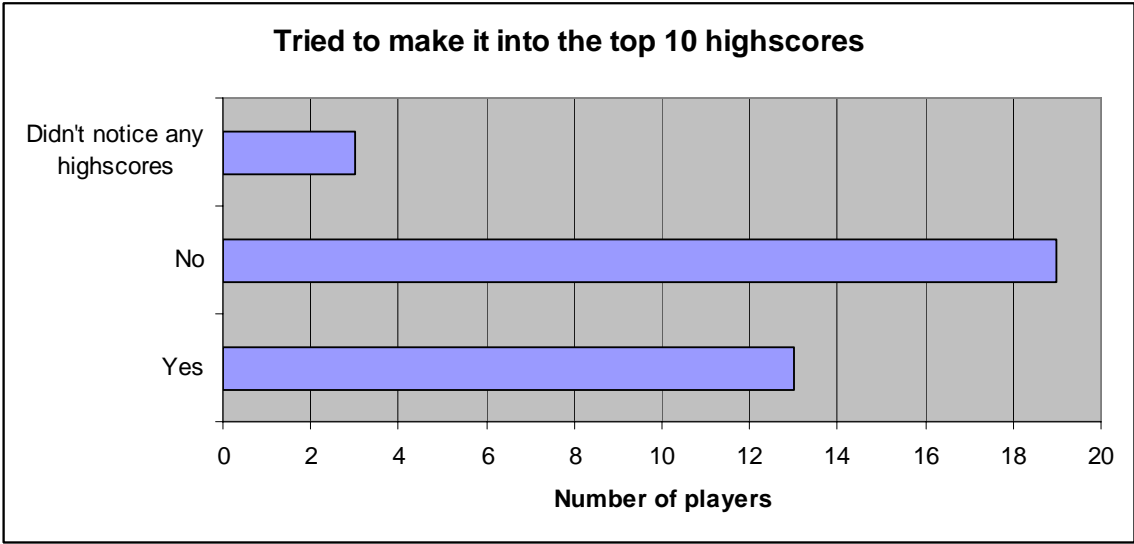
My own observations:

- **no player has used the tower discard option (other than a few that I instructed them to)**
- **players that read the instructions: $26/48 = 54\%$**
- **almost all players used the two main interface options: the “speed up game” and the “send next wave” button**
- **most unused tower: splash – almost no player used this**
- **most used towers (almost every player): money and shock (followed by triple-hit)**

Stats from survey:







*** the numbers in parenthesis () represent how many players reported the same thing ***

Feedback from survey:

1. Positive

- Overall, good game, great idea and nice gameplay! (7)
- Very nice idea with the tower modifiers (some original ones) that increase the ground and air towers efficiency (2)
- The game is very playable and could become excellent with some polish and some refinement of the game design (1)
- The fact that the same type of tower have different properties and prices makes the game more interesting (1)
- Nice difficulty level progression keeps the game constantly challenging (1)
- Starting off with air creeps was pretty funny and non-traditional (1)
- I like that it pauses when I alt-tab or switch browser tabs (1)
- The tower and creep adaptation seems pretty good – player gives poison example (1)
- Making a sustaining strategy is very hard – *Is this a good thing?*(1)

2. Negative

a. Interface:

- Interface too small. Difficult to see what is happening on the screen. (4)
- Bug! Some players have experienced that when dragging a tower to the map, the game speed slider jumps to max (2)
- Bug! Destroy explosion effect if difficulty level changes (1)

b. Tower evolution

- Sometimes you get mostly towers with low property values when fighting very powerful waves – towers are not balanced (2)
- Different tower properties for the same type of tower are confusing and very distracting (1)

c. Creep evolution

- Creeps seem too powerful (1)

d. Other:

- Simplify it! There is too much on the screen. (3)
- Way too hard at beginning (2)
- Too difficult whole way through (2)
- The difficulty hits a plateau quite fast (1)

3. Suggestions

a. Interface

- Create better GUI – e.g.: create more meaningful icons to represent the tower modifiers - and art (5)
- Make everything on the screen bigger. (4)
- Put money near tower selection grid and make it stand out the information clutter so that I could see at a glance how much I have left (3)
- Display total hitpoints and how many creeps are left in a wave (3)
- Ability to move towers that are already placed on the grid on another square (2)
- Add a better tower building system – drag and drop from top of the screen not the best idea (2)
- Add pause option at each wave start to give player time to plan on some strategy (2)
- Make tower property values easier to remember - e.g: use 1-10 value range for damage instead of 10-80 (2)
- Switch number properties for creep waves with some graphical representation – e.g.: 1 to 10 shields for armor and 1 to 10 hearts for health will make it easier to get a quick overview over the power of the wave; speed should have 4 values: very slow, slow, fast, very fast (2)
- Add two icons in the game that allow muting the music and/or sound effects (2)
- Move send wave button under the game speed modifier (1)
- Add a “Sell all” button (1)
- Make squares in the grid less evident, since they distract a lot. Just leave the grid surrounding frame (1)
- Game should provide info about the next two waves, so that players know if they have to switch between air and ground defenses with enough time in advance (1)
- Add pause game option (1)
- Add some kind of graphic background to make the towers placed on the map stand out a little bit more (1)
- Reduce brightness of obstacles on the map, eliminate some of them (1)
- Right mouse to sell towers (1)
- Clicking on a creep (or mouse over) should show how much speed, hitpoints and armor it has (1)
- Change dark cyan highlight color on black background in Info Box (1)
- Pop-up with cost of tower while dragging it (1)
- Add hints on mouse over everywhere possible (1)
- Ability to get back to instructions while playing (1)
- Add visual representation when the modifier towers trigger (1)

b. Tower evolution

- Add tower targeting AI and give the player power to modify it (2)
- Add different type of weapons and graphical effects instead of just the laser and explosion (1)

c. Other:

- Implement a tutorial at the beginning of the game (6)
- Write clearer, more detailed instructions in the menu – also, font kerning is a little uncomfortably narrow and explain the game's interface here. (4)
- Add ability to upgrade towers (3)
- Add a winning condition to the game - e.g: reached difficulty level 100, make it more clear what the lose game condition is (3)
- Do not reset lives when difficulty level changes (1)
- Remove the option to change the size of the layout divs – *I don't understand this one* (1)
- Add score modifier for going faster (1)
- Make more clear the relation between tower modifiers positioning on the map relative to the other towers and how this affects the shooting of the creeps (1)
- Show player highscore with respect to nearby scores after highscore submit (1)
- Limit the number of towers that can be built on a map (1)

Winning strategies:

- Place money power-ups near fast shooting towers. For boss creeps or powerful creeps I place freeze and slow-down power-ups so that my towers can have more time to shoot. If I can afford it I also use some triple damage modifiers and for waves with a lot of creeps chain hit modifiers. (5)
- My game strategy is to try and place the towers in such way to cover a big area of the path followed by the 'creeps'. Also, I tried to keep the expensive towers for as long as I could during a level; all other towers were dumped/changed when not needed anymore. (5)
- Clustering towers around modifiers was very important. (5)
- Tried to place some money, slow down and high damage towers first, even if that meant losing 2-3 lives per level. Like that, I get enough money to put as many towers as I need for the bosses. (3)
- After few attempts, I went with strategy of choosing towers prioritizing speed (the effect towers are what helps win the wave, and speed triggers them more often), then the damage (the ratio of damage/range sometimes just feel off, 70 range with 99 damage or 120 range with 8 damage, tower speeds are the same) and last one range(it only felt important when towers couldn't cover enough path tiles). Choosing the effect towers priorities are different: first one is range (when having a lot of towers with short range, they are built near path, so there is no space for short range effect towers, i mean they wont trigger if no towers are attacking). Next one is chance (usually this chance is low, but if it's high enough chance comes first). Speed is only important if you have enough towers around (range is a must for this tower then), or you can build damage tower with equal speed to trigger the effects (both short range). At least that's what I tried and it worked best (but that's only few games) (1)
- Buy the most expensive towers, use lots of modifiers because they work on both land and air. Try to spend minimal because when I run out of money the game is over in practice. (1)

- Use only damaging towers with no modifiers (1)

Best strategy related comments:

- My usual TD game strategy was messed up by this game. It's a different kind of TD game. One as I've never seen before.
- Right now it seems the game is adapting the next wave on the current selection of towers I made and sometimes it generates a new map just to piss you off :), so I could not devise a winning strategy