

GAME: YENEMY.IO

Tested environment	Windows 10, Opera GX
Date tested	30 th Mar 2023
Purpose	Gameplay experience, Bugs
Severity	Minor
Player	truongtanthien99@gmail.com

Table of Contents

1. Gameplay Experience.....	2
a. Menu functionality.....	2
b. Game UI design	2
2. Some minor bugs	4
a. Graphics.....	6
3. Additional feedback.....	5

1. Gameplay experience

a. Menu functionality

Case 1: When the player hit play button, he/she will be put on a queue wait. During the wait, the player can perform any other actions that is not related to the game such as open new tab, visit other tabs within the browser, use other applications, etc.

This result in the game ejects the player from the queue immediately after he/she click on other applications.

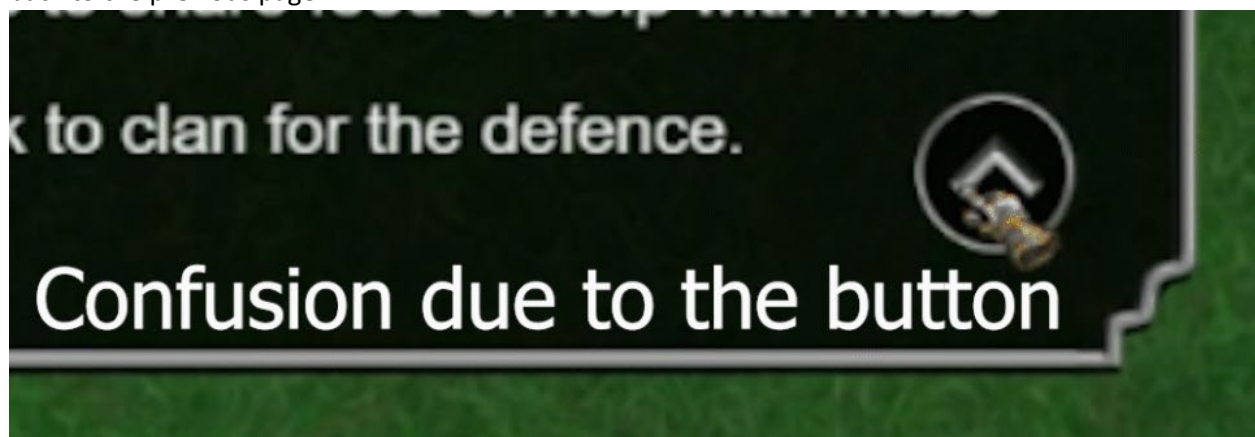
Case 2: The same result can be gain within the game menu. Given the condition that the player want to check in game information such as trophy, setting or guide. The player still gets ejected from the game queue.

b. Game UI design

Case 3: UI Guide design can use a little upgrade. The “Wall of text” that the Guide tab provide the player with daunting feeling when first read. This also require the player unnecessary time to try to read and memorize the game mechanics. Which will leave the player confused and bored as most players don’t really read that much.



Case 4: The back button design chose for the guide is confusing the first time you see it. The position of the button along with the arrow direction can interpret a completely different meaning instead of going back to the previous page.



Case 5: Production interface can use more information like ratio or amount needed to help the player understand the production right away without relying on the guide tab which can already be too much to take in at once.



2. Some minor bugs

a. Graphics

Case 6: Mobs are not able to be seen from the very edge of the screen which can be confused with spawning. This also break the game experience as the player don't get to see them coming from the edge and anticipate their moves. This will make the player feel as if they've been jumped by the enemies. This will bring the player to a scenario where they are running away then another mob suddenly appear out of no where on the screen which most likely bring the player to a dead end.

Case 7: The snake graphic is weird.



3. Additional feedback

My additional feedback on mobs. The AI behavior has improved a lot. My only feedback is about the balance in the amount of ingredients for crafting. Based on the resources spawn rate & abundance, a lot of items and game mechanics in the game may be majorly neglected.

Example 1: Farming can be neglected completely since you're fine with berries. Which make the bakery completely useless unless you get a lot of wheats in treasure which will cost time farming woods and stones just to get a bakery going. Then without the source for wheat, the bakery is useless still afterward.

Example 2: The berry bushes provide an "A" amount of berries while you only get very little leaves. With the rarity and time consuming to go and get berries which leads to getting more leaves is harder. This make armor became a luxurious item which cost a lot of time and effort to get. On the other hand, spending time getting it without a decent weapon means you just die slower.

Example 3: Having something to tell you that you are about to go starve is better than a text say you are starved. For risky player, by the time they see those text. It's already been too late if they're unlucky because of how scarce berries can be sometimes.