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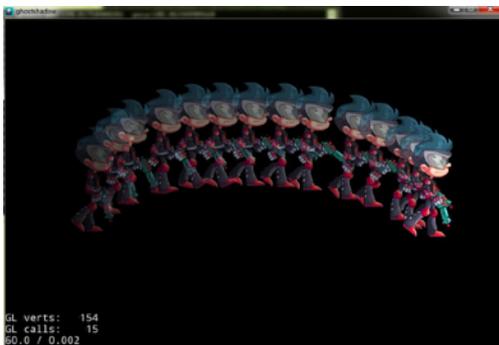
Testing Log For Cyball

GAMEPLAY/EXPERIENCE

1. After the player used Tactic cards, although CyBloc's skill points or stamina did change, there was no significant visual feedback in the battle. Also, the player can't see what Tactic Cards the opponent uses (only can be seen from Key Event Results). This sometimes causes Confusing for players.
2. Key Event Results could be designed to be more visualized instead of putting plain text on it(Consider Hearthstone's [history move] as a good example).
3. When CyBloc's using their traits, there could be some special visual effects.
4. The [Reload] option in [COLLECTION] is kind of confusing. Consider changing its function content to [automatically place the CyBloc with the highest three skill points].
5. In the testing, whether the ball will be blocked can be seen before the goalkeeper robot makes a move. This reduces excitement for players.
6. The final result panel after a game has little valuable information on it.

VISUAL

1. In the game, CyBlocs are currently teleporting to move. Consider adding other visual effects to their moving, such as afterimage effects:



2. After scoring a goal, the game can have some visual effects to stimulate the player's excitement.
3. Some icon elements on Tactic Cards do not correspond to specific card effects.