

Team Fortress 2

CASTLE

TESTING AND CHANGE DOCCUMENT

Thomas Banks

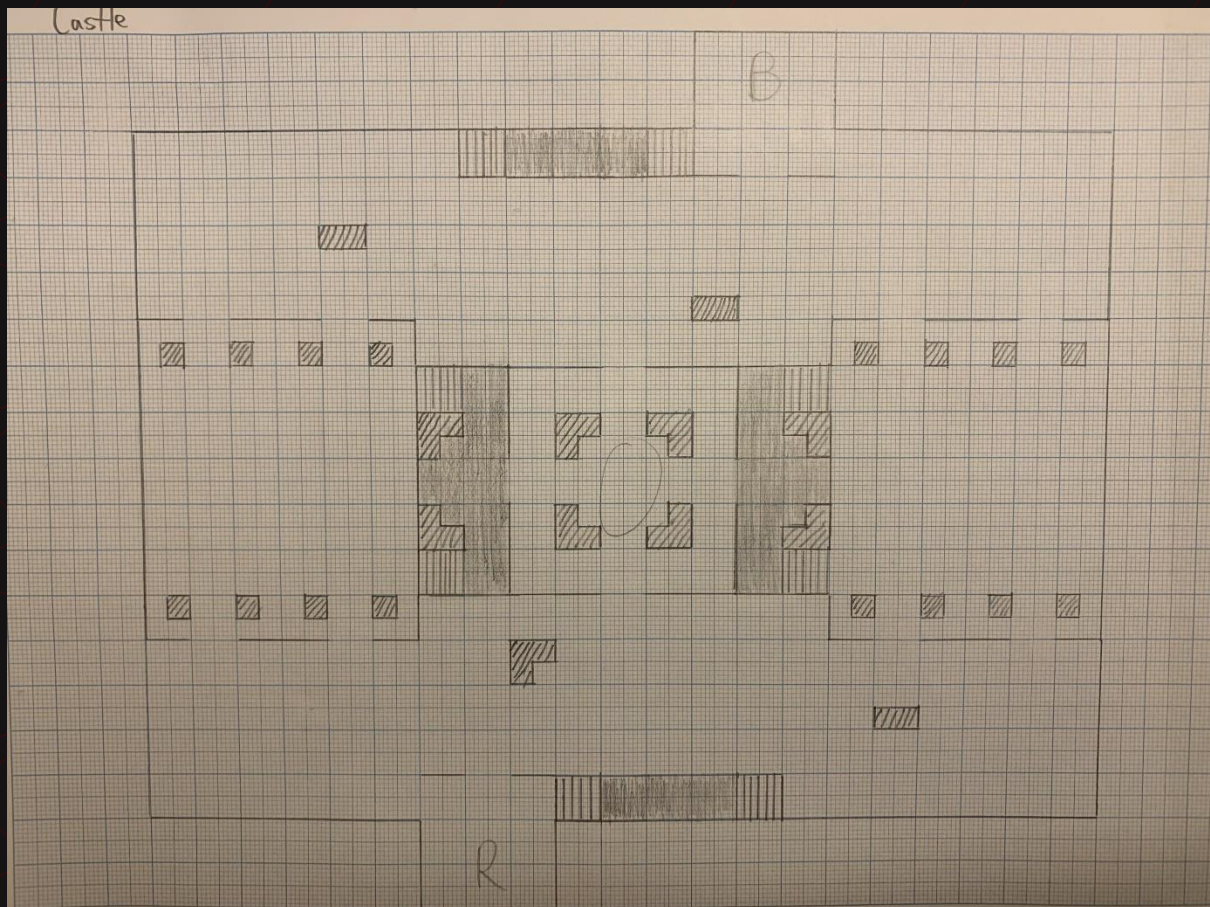


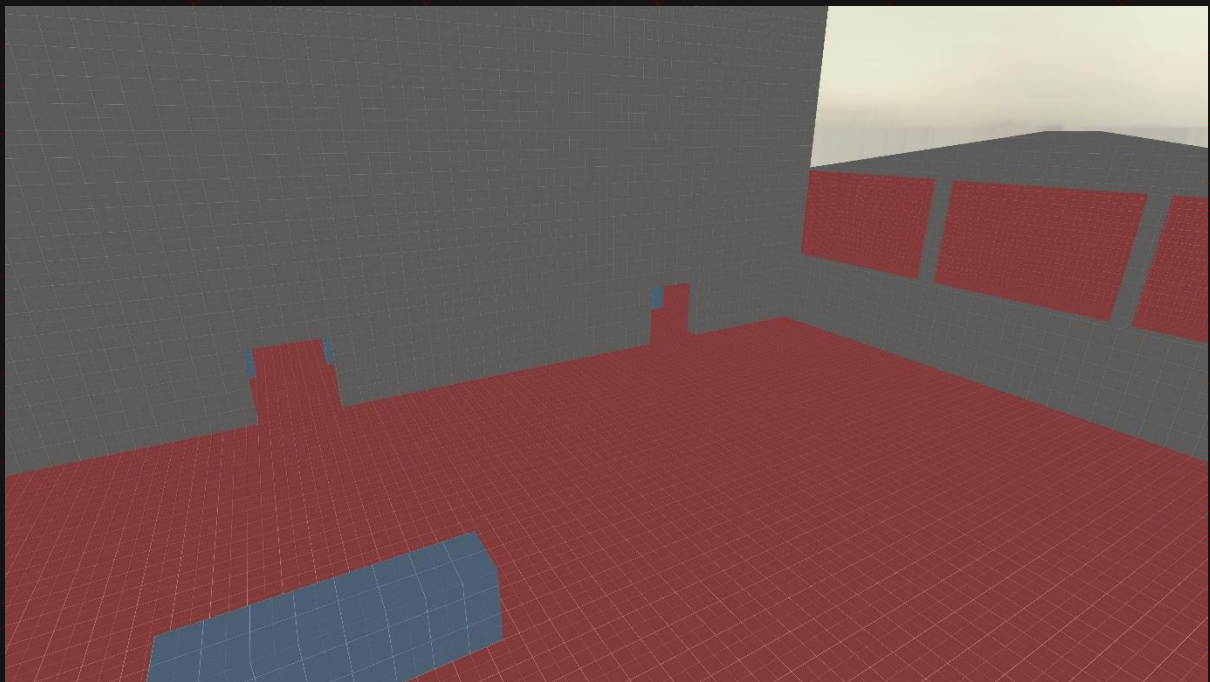
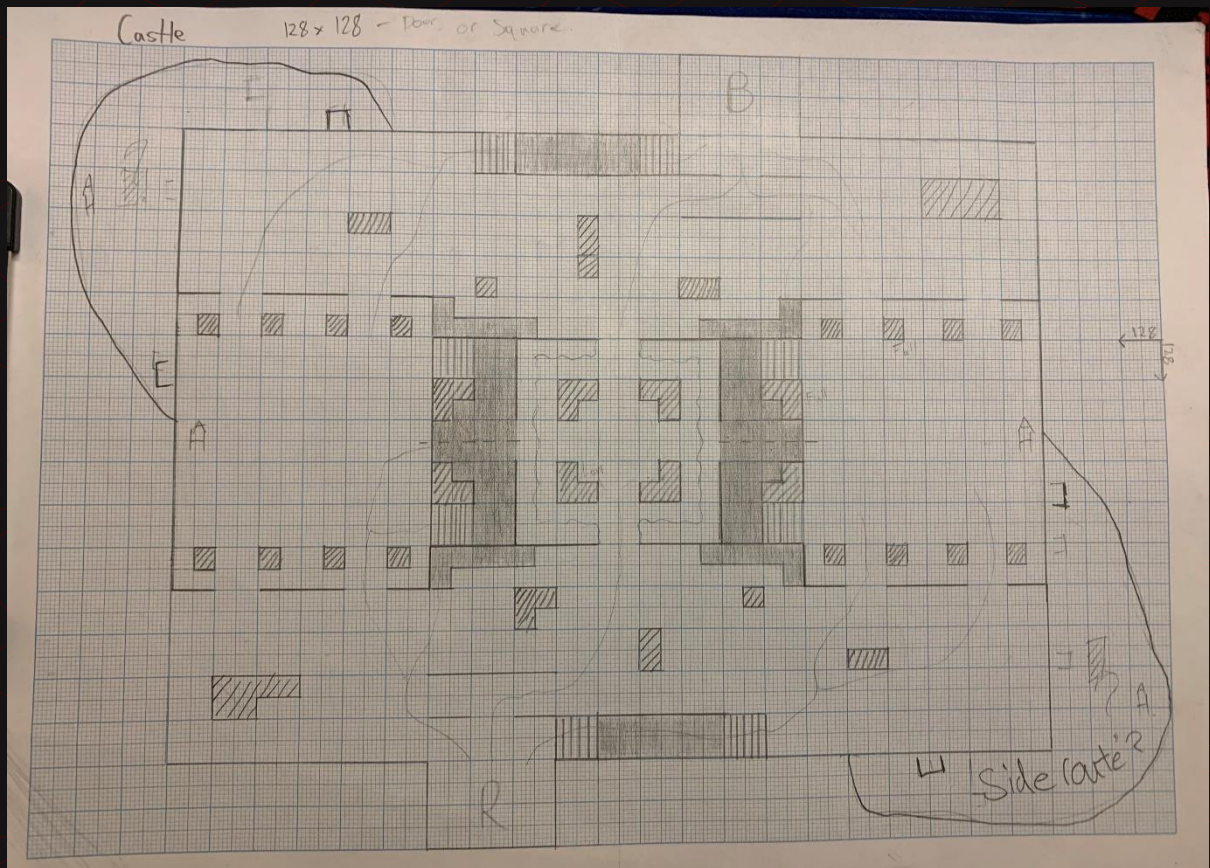
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Early Changes

Early on in the design process, I made some changes to my plan. I added a rough idea for side routes for players to use to get to a new position or get behind the enemy. These routes would go from the back wall of one team's side to a doorway in the side of the castles.





Playtesting

Testing Plan

I plan to do three sets of main testing for my level. The first set will be with bots to see if there's any obvious issues or changes I need to make before going to player testing. The second and third sets will be done with real players who will be given feedback forms to fill out so I can have information about what classes had the most fun or underperformed etc. This will also give players a chance to give feedback about what they think works or doesn't in the level, and gives me an opportunity to fix issues I hadn't noticed before.

Set 1

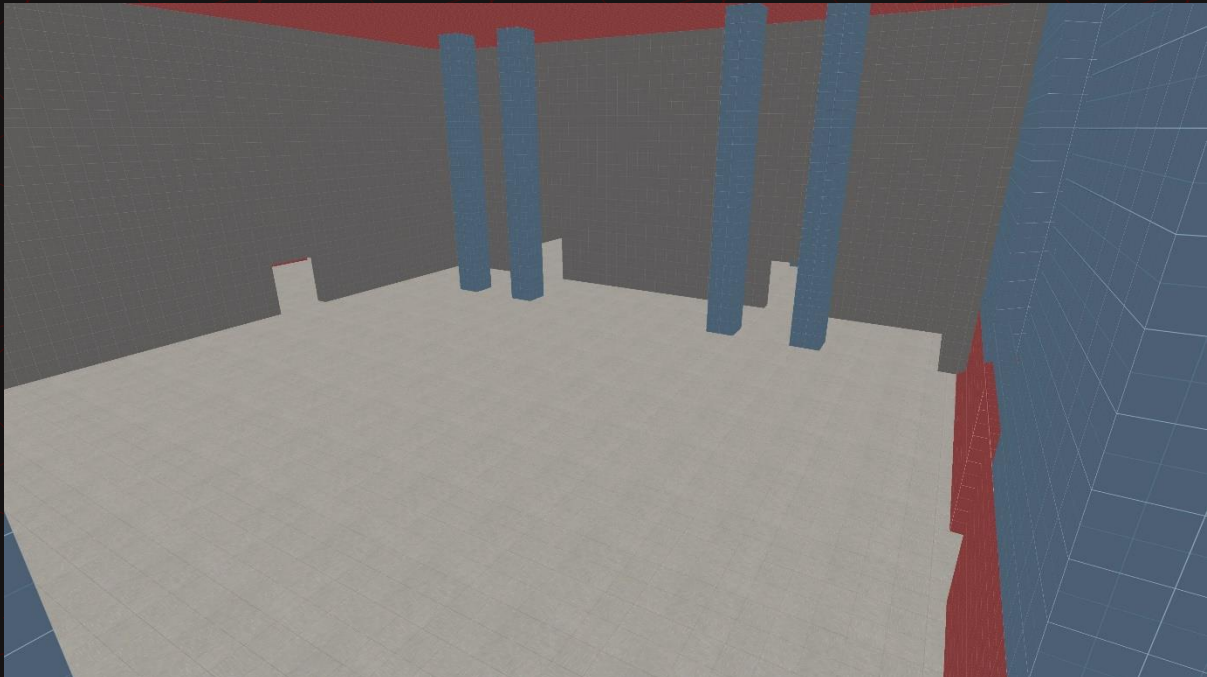
My first test was done using bots within Team Fortress 2, this was to help me spot any big issues or changes that needed to be made before player testing.

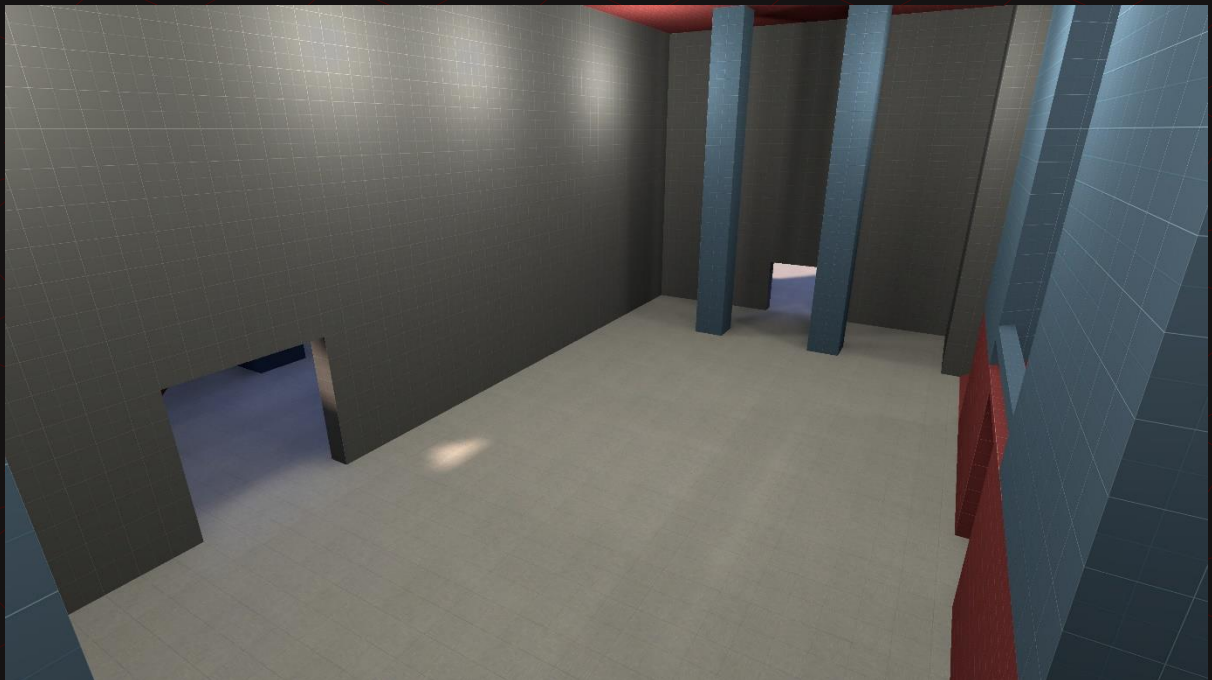
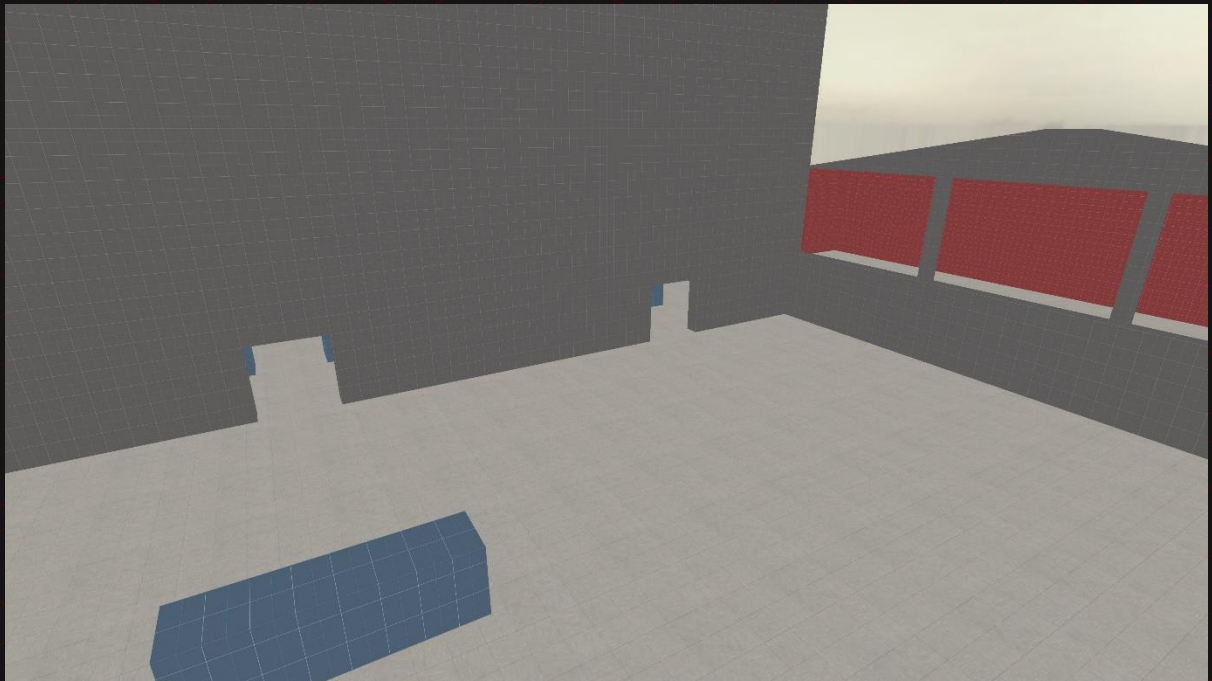
Noticed Issues and Responses

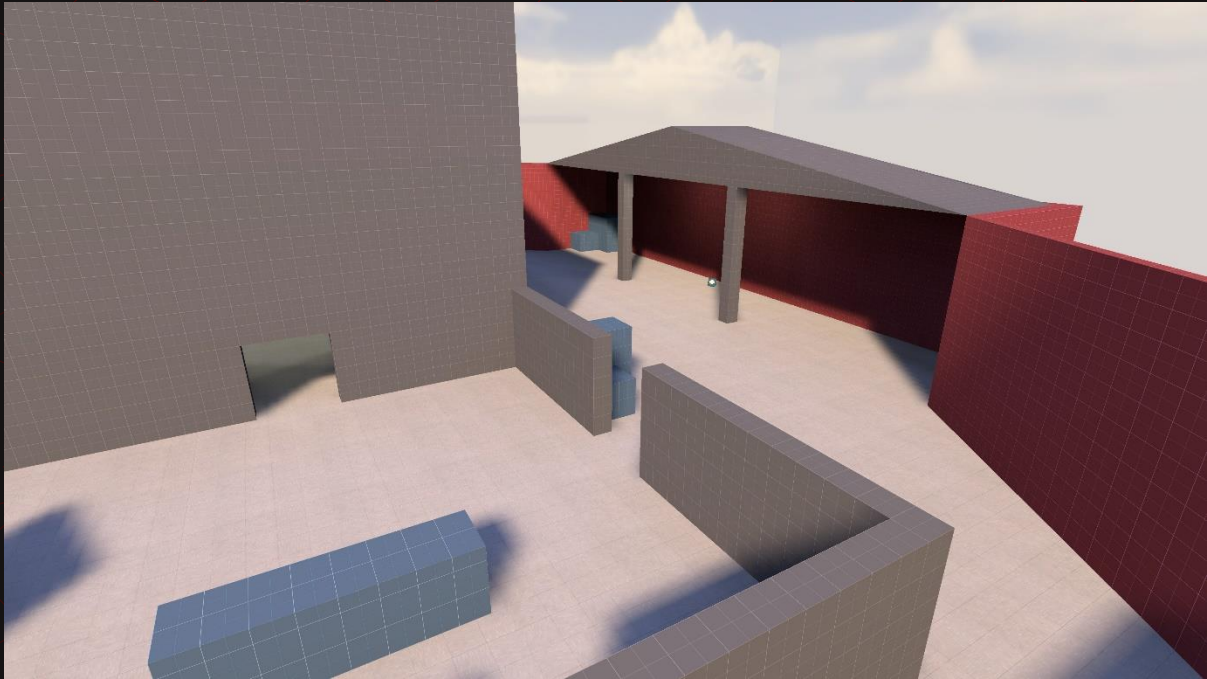
- The side routes were too far away to be helpful to a team.
- Castle areas were too large with a lot of unused empty space.
 - Castles can be split in half, and the side routes can be moved to where the removed half of the castle was.
- The point was too easy to defend.
 - Walls can be added in front of main point entrances, to split possible entry routes and give protection to a team approaching.
 - Windows can be added to the second floor of the castle to give more reason to use those routes and to give extra areas to cover when defending point.

- Add larger cover on the point for people to play around, to ensure people can't capture point when hiding behind large cover, make the capture area smaller.

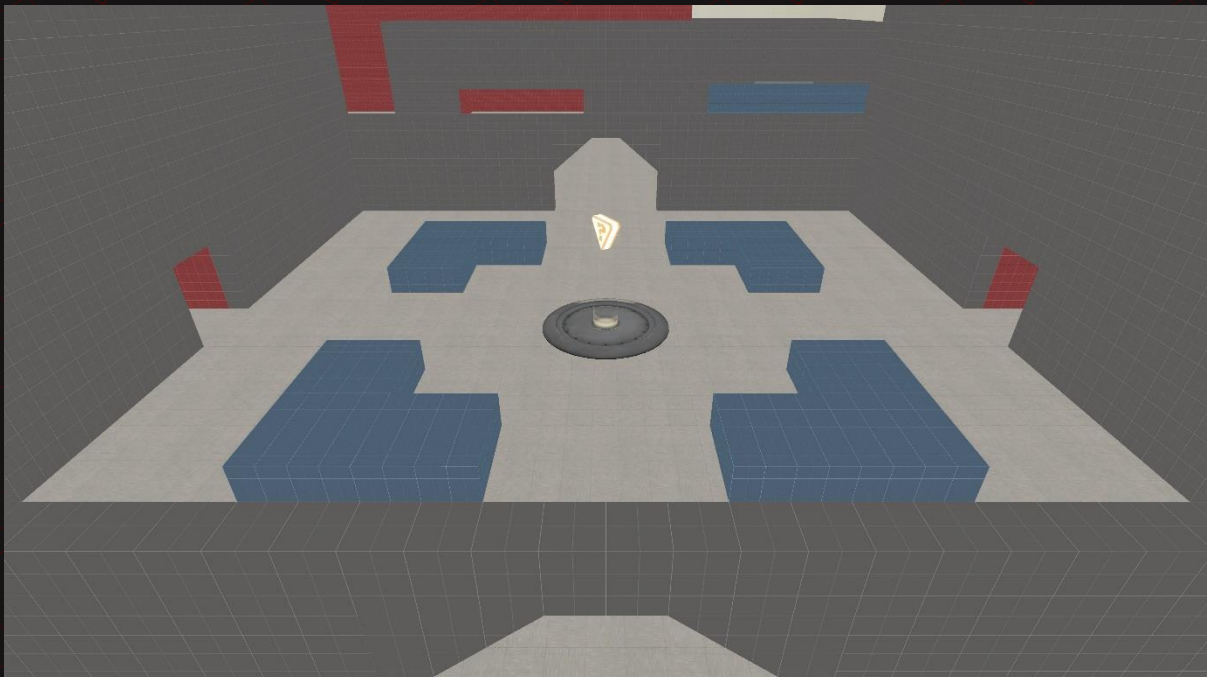
Changes Made





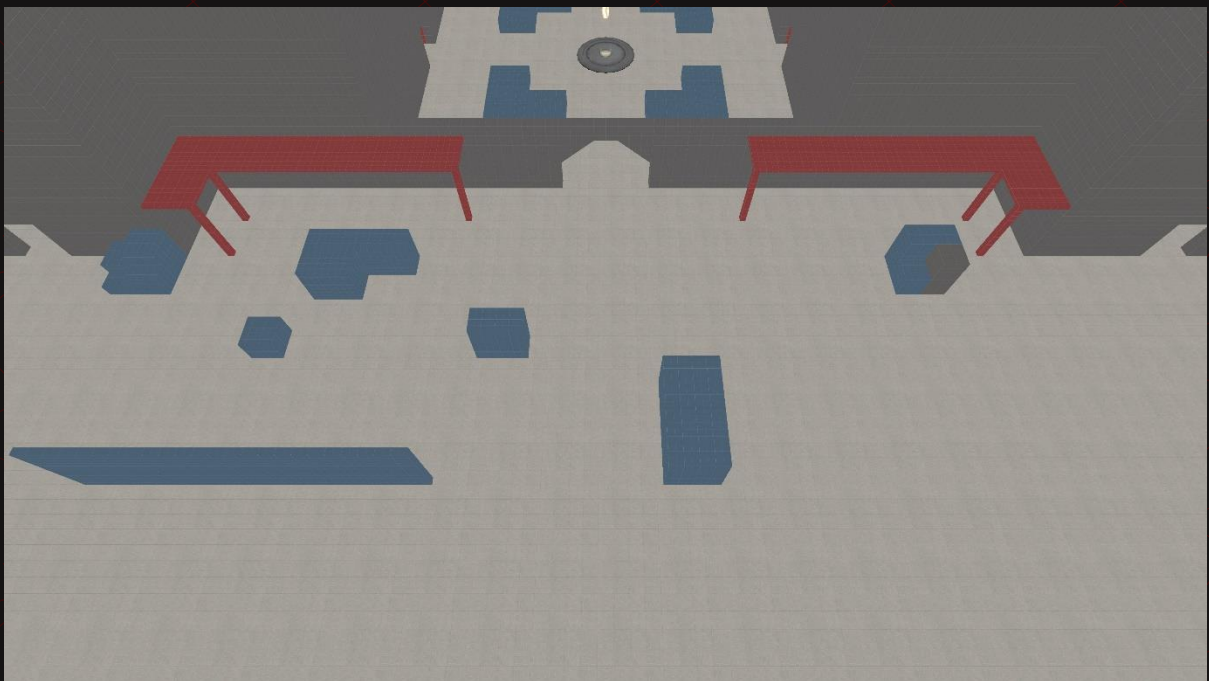


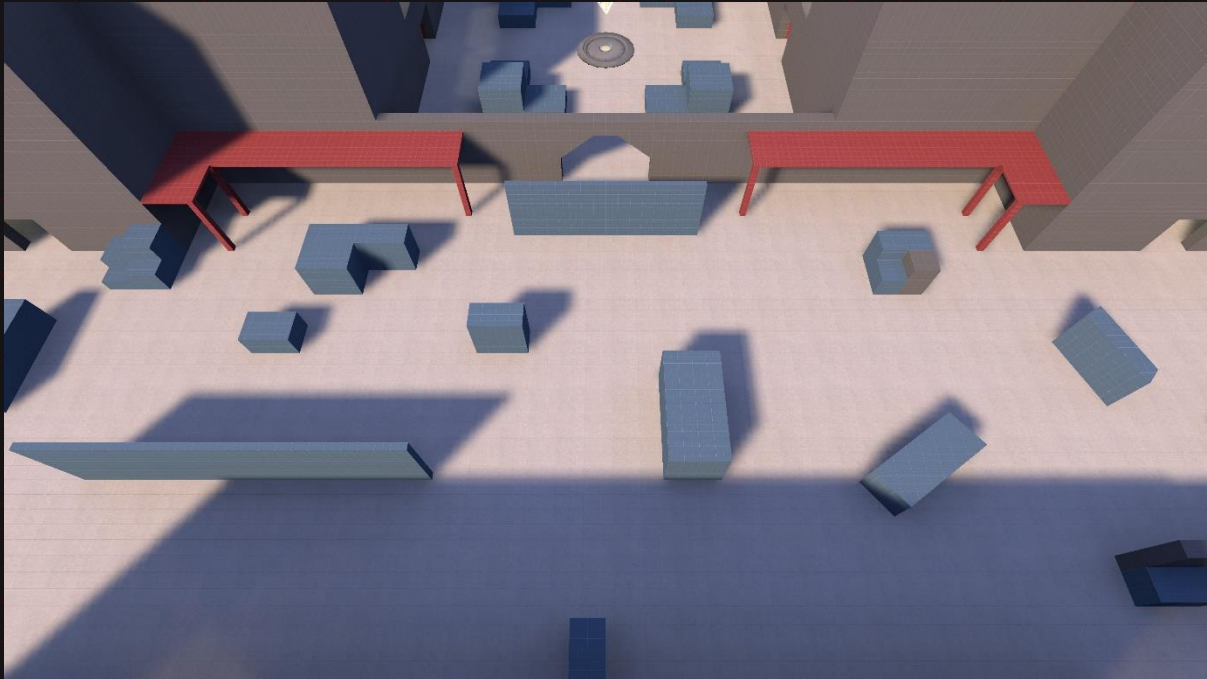
Castle areas were split in half and that space was occupied by the side routes instead.





Extra cover was added to the corners of the point, windows on the second floor were added.





Walls were added in front of the main entrances to the capture point.

Set 2

Questions Asked

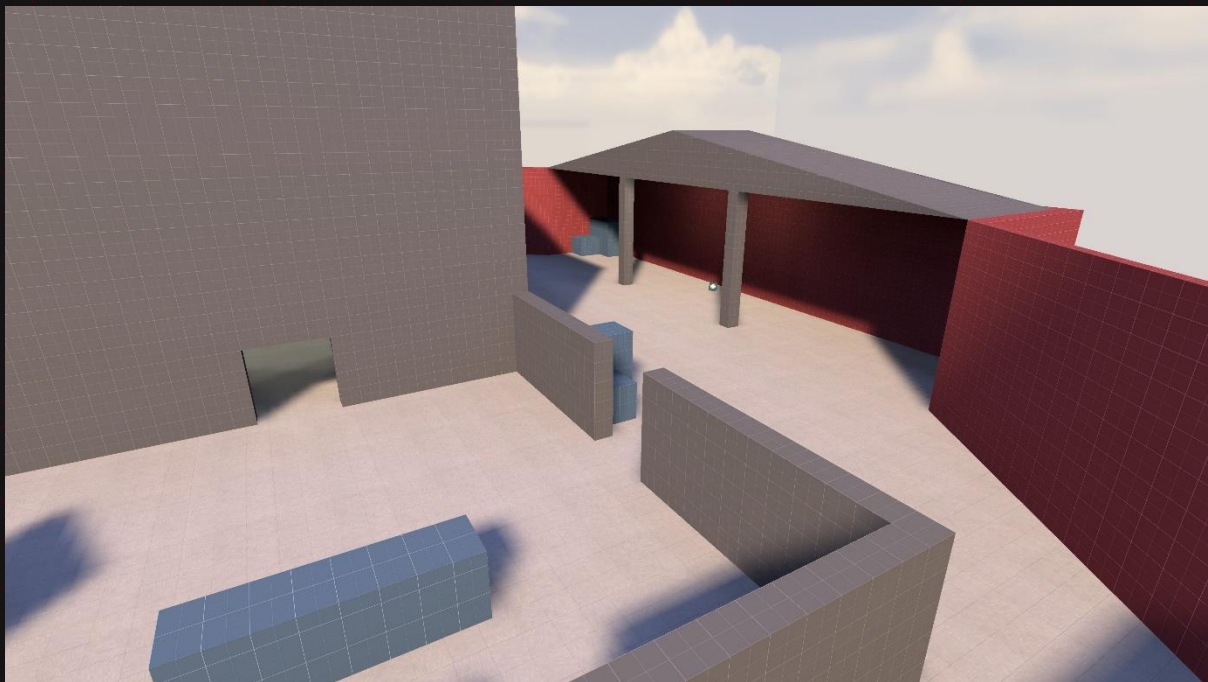
- How easy was it to keep control of the point (1-10)
- What Class did you primarily play?
- How strong or weak was this class on the map and why?
- Did you use the flanking routes on the map, if so, do you think they were worth using?
- How did you find the sightlines on the map? (1-10)
- How much fun did you have on the map? (1-10)
- What changes would you make to make the map more fun?

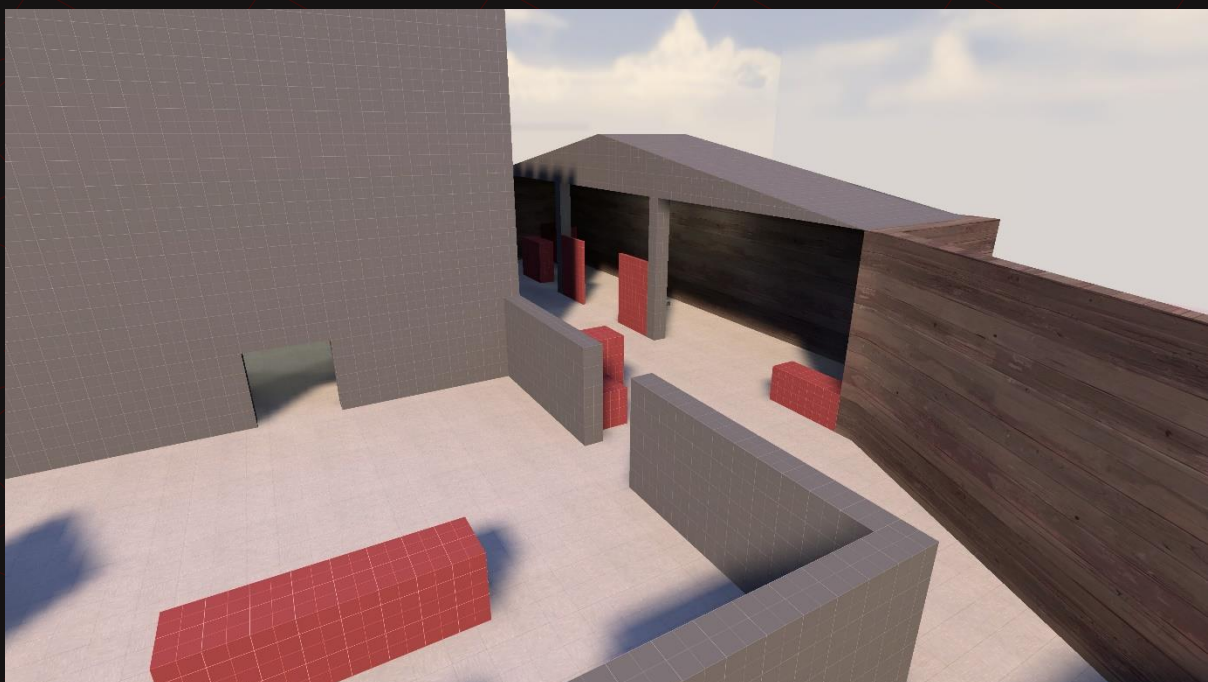
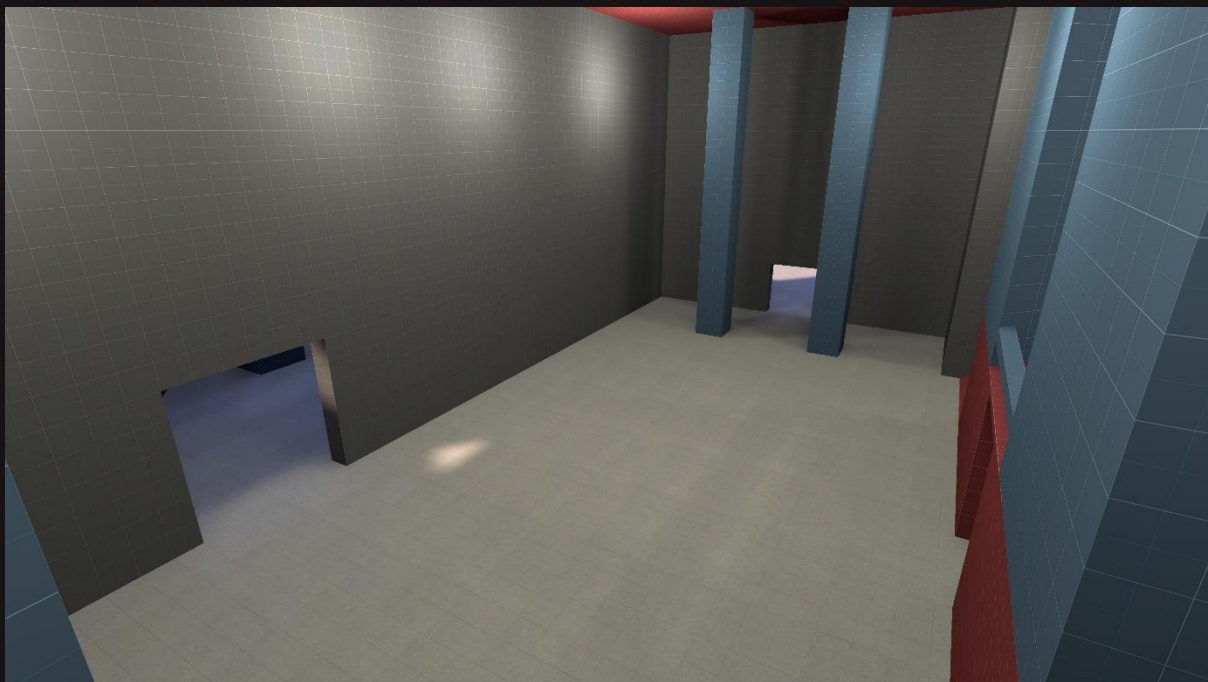
Raised Issues and Responses

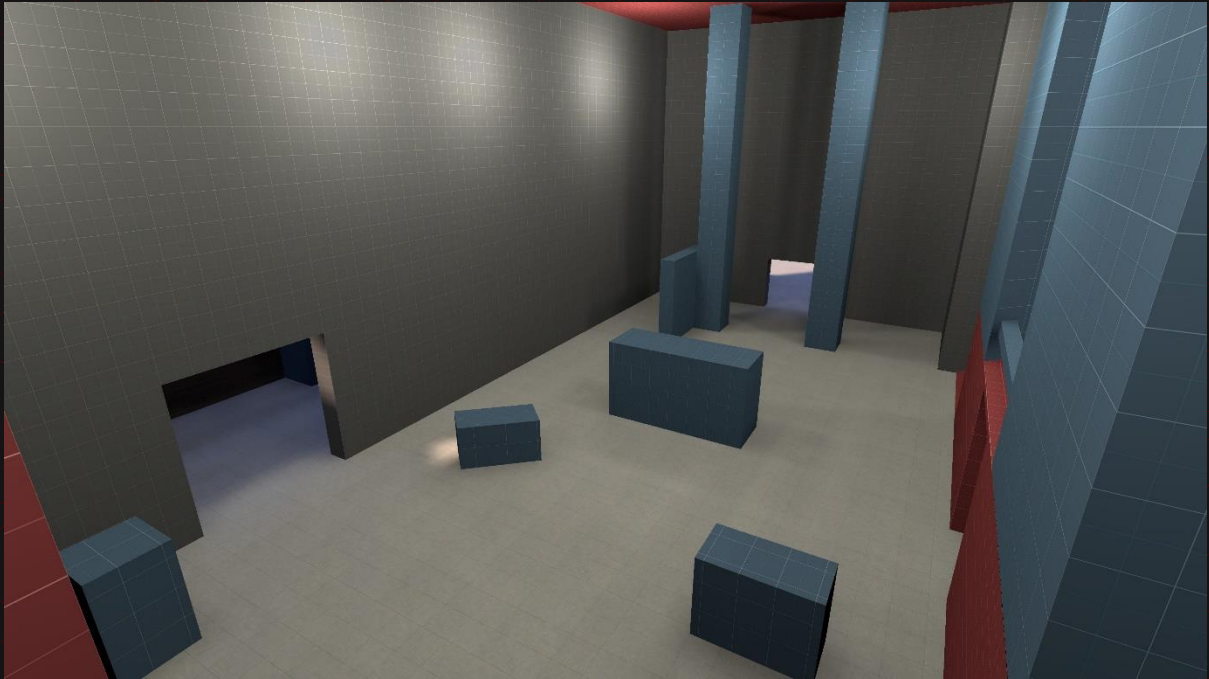
- More cover should be added to side routes, and they should be reduced in size.
- More cover should be added in the castle areas.
- The main pathway was too powerful compared to other options.

- Adding cover to the side and castle routes will fix these three issues, as it makes them more viable and worthwhile to use.
- Players could get out of the map.
 - I can add invisible walls to stop players from escaping the map.
- Players wound up missing where the point was and walked around other areas instead.
 - I can add paths and ways to show players which way the point was.
- There weren't enough health packs around the map.
 - I can add more pickups for players to use.

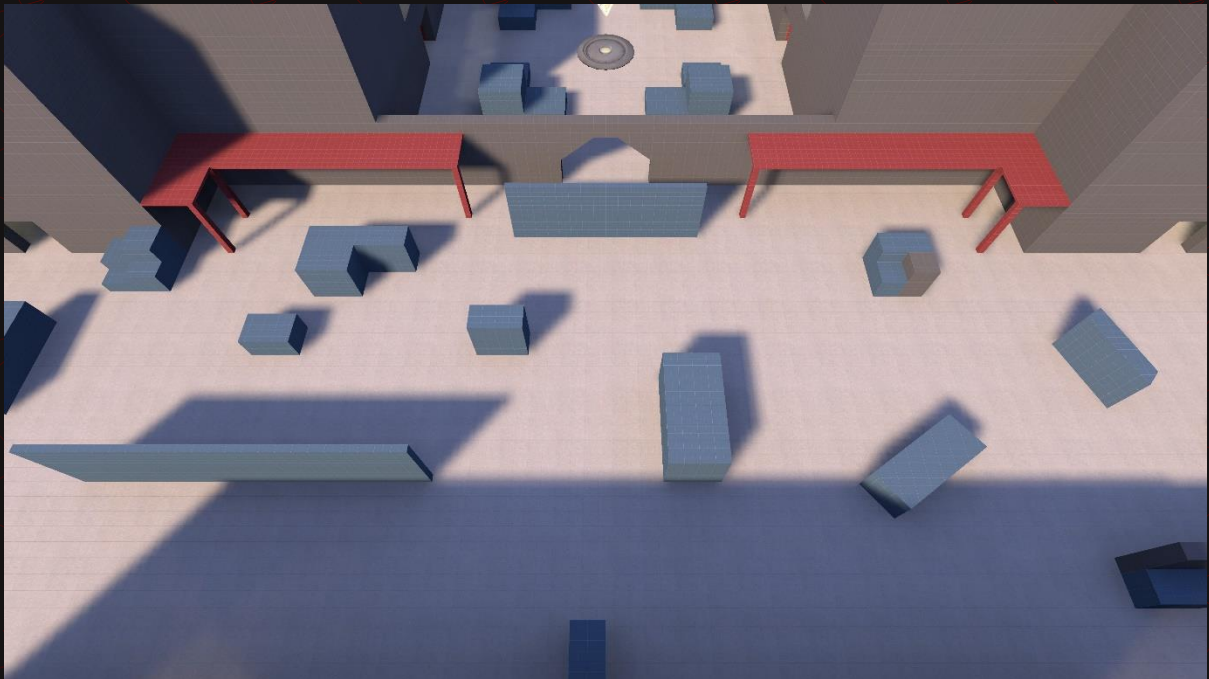
Changes Made

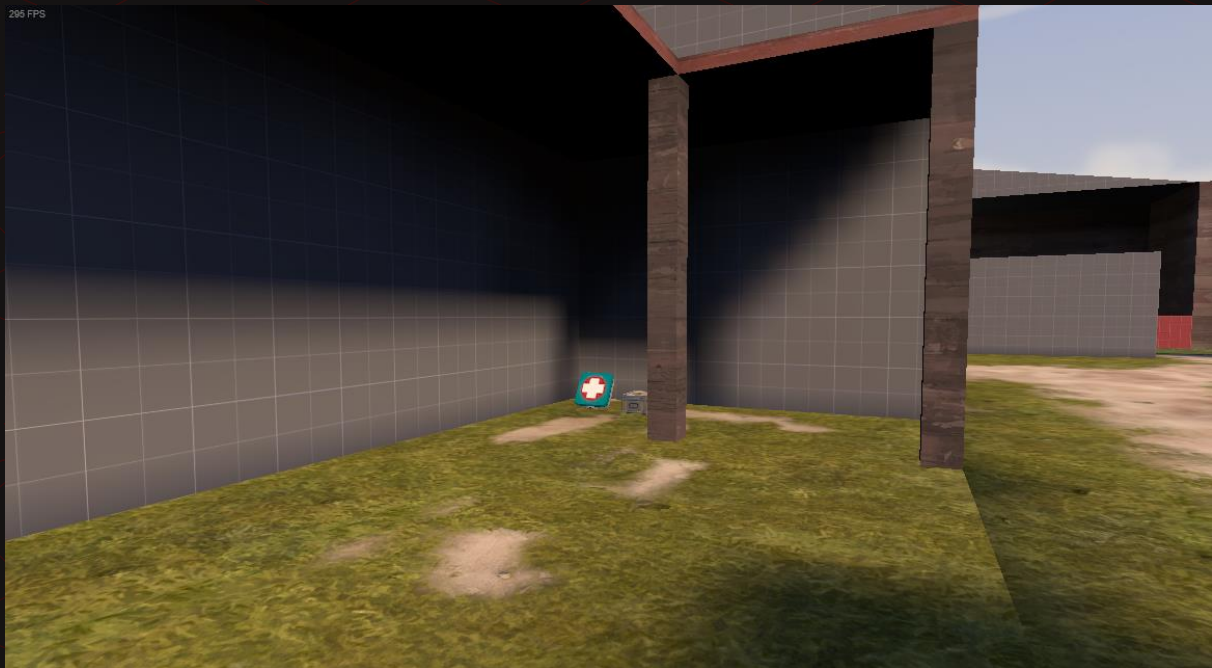




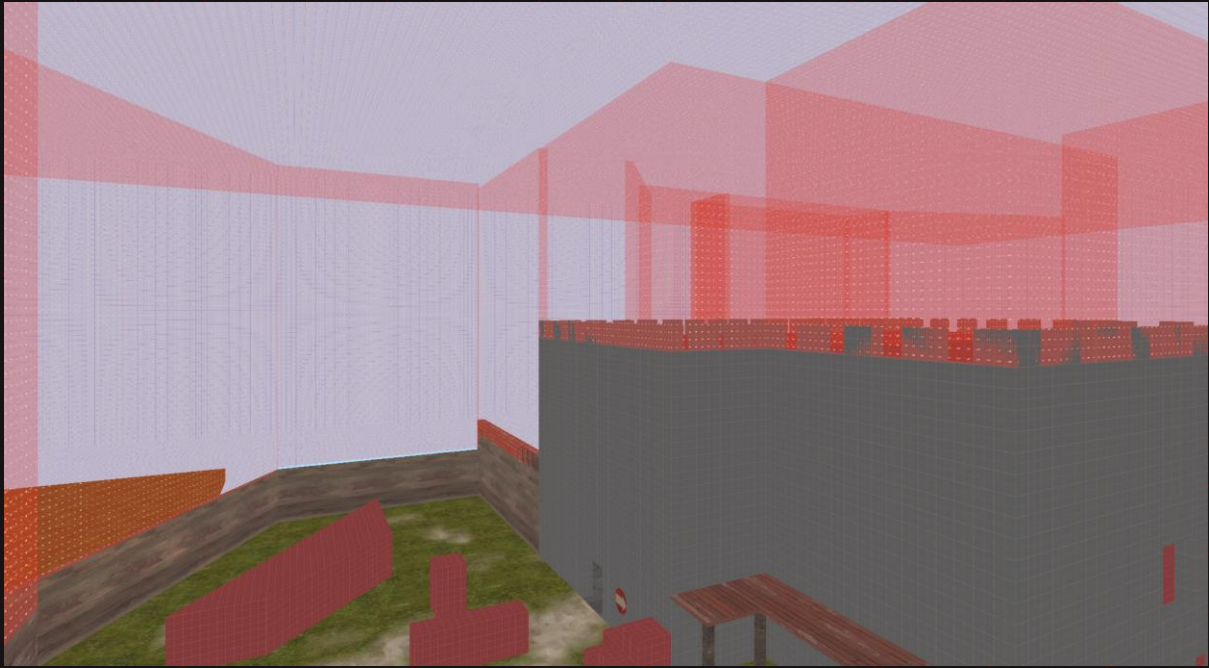


More cover was added in the castle areas and the side routes. The side routes size was also decreased in width.





Paths and arrows were added to show the way to point so players wouldn't easily get lost. Another set of medium health and ammo pickups were added on the far wall near point, underneath the platforms.



Invisible walls were added around the map to stop players from getting out.

Set 3

Questions Asked

- What class did you primarily play as?
- How much fun did you have as this class?
- How strong did you find this class to be and why?
- What class felt the most impactful and why?
- What class felt the least impactful and why?
- How easy was it to defend the point?
- If you used the side flanking routes in the map, did you think they were worth using?
- Do you think there was enough cover across the map?
- How strong were the sightlines across the map? (1-10)
- What changes do you think would benefit the amount of fun you'd have on the map?

Raised Issues and Responses

- Snipers had a strong sightline across the point from the castles.

- I could make the tunnel smaller, so the snipers view of point from safer areas isn't as wide.
- Engineer turrets were destroyed quickly.
 - I can add more places to hide them around the point.

Changes Made



Bushes were added around the edge of the point to give more ways to hide engineer constructions and the doors from the castle tunnels going to the

point were made thinner to keep the length of the sightline but reduce the width of their view on the point.

Testing Results

Testing my level multiple times helped me spot issues in my level, both from my perspective from things that I saw, and other people's perspectives on things I maybe wouldn't have noticed otherwise. From testing and getting feedback, the size and shape of my map changed a lot from what it originally was, and mover cover and options were added for the player to use.

Changelog

From my original plan and design for my level, a lot changed both early on and later on in the development process as I was getting a better understanding of Team Fortress 2 and what worked within my level.

The overall size and shape of the map changed quite dramatically during development. When first testing my level, I found that the spawn point was much closer than I expected to the control point, so I increased the space between them. I also added side routes to the castles, as well as cutting the size of the castles in half later down the line.

More cover across the entire map was added to increase balance and gameplay experience, and I also gave more options for the player to reach the point by adding windows to the castles.