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**APOLLO Playtest Status Update**

**January 15th, 2010**

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# Playtesting

## Playtesting Completed So Far

We have completed preliminary testing on the first gadget select iteration and some on how recognizable shadows are for stealth gameplay. We’ve done some vehicle handling and level layout and player movement (walk/run/turn/jump, grapple, glide) playtesting as well.

## Playtesting Going Forward

Combat coming on late has prevented us from completing comprehensive playtesting on the overall gameplay experience. This has been compounded with very limited availability from Playtesting resources. We currently only have availability with Ming through tomorrow, the 21st and 22nd of January and one week in February. We'll make as best use of this time as we can but it will be limited feedback for the Vertical Slice.

Our focus for playtesting over the next 8 weeks will be in the following areas:

1. Gadget Select Iteration
2. Detective Mode Iteration – ideally with the primary rooftop more propagated so it feels more legitimate
3. Night Vision
4. Travelling via shadows with legitimate gameplay in the secondary rooftop
   1. Seeing how well AI Awareness behaviors read to players
   2. Batarang/smokebomb usability
5. Vehicle playtesting can begin - February 2nd, 2010
   1. Testing: Control config, vehicle feel(speed, steering/general control, camera, braking, etc), overall fun factor of representative driving level
6. Hub: Ambient crimes can begin testing - February 8th, 2010
   1. Testing: Understanding of UI elements and overall ambient crime system, combat integration, how do the artificial constraints of the play area feel?
7. Player movement tests:
8. Planar Movement ongoing
9. Camera for all player movement states
10. Grapple
11. Glide
12. Climbing/jumping
13. Shadow Dive

Combat:

1. Basics (simple chains, timing and look/feel)
2. Vertical slice key moves (bone breaker, glide kick)