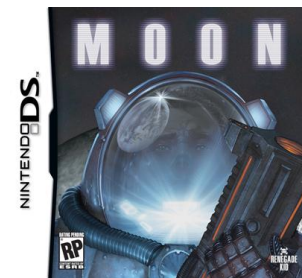
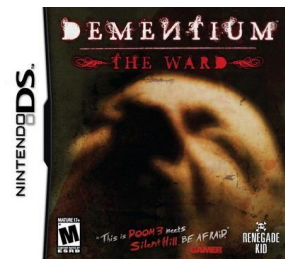


Learning from feedback with Gunhouse: Improve your game through playtesting

Brandon Sheffield
Director, Necrosoft Games

Twitter: @necrosofty
www.necrosoftgames.com

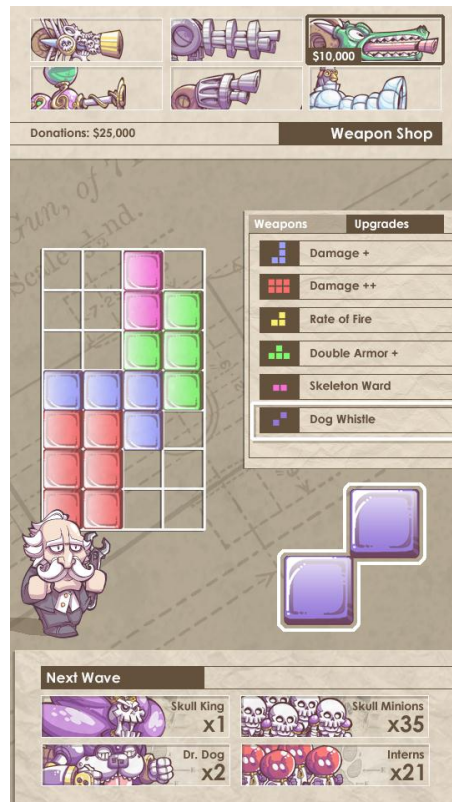




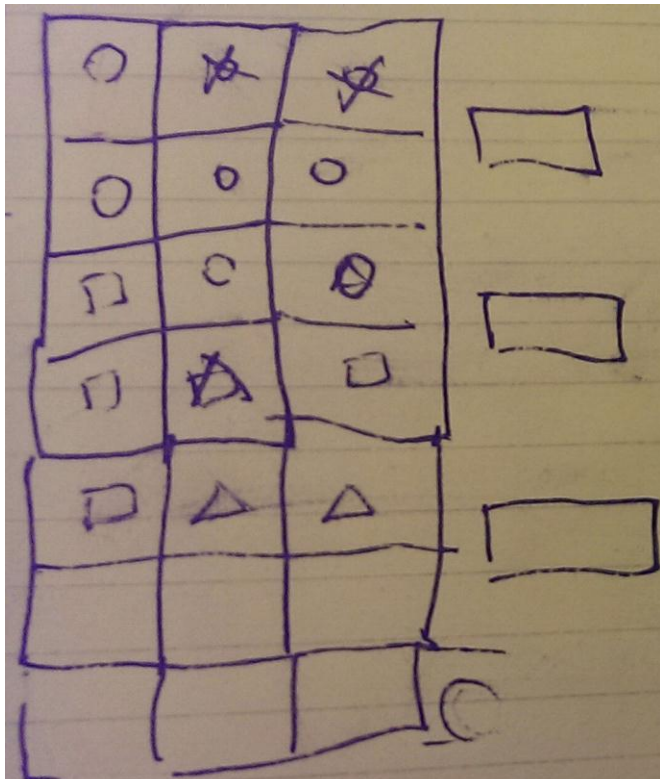












Big dish - Soft, coconut (less than
300 yee) good texture - 40
bigger / 500 & 100 King

Tao yuen - cold, but saucy. ^{always} cold
try again later. 45

Sun Sing pastry - check back
Small, good texture -
paper too attached to
bun. similar to tao yuen

first cake has pick

- Part One: "Thinking Different"
with Kris Piotrowski





- Lesson One: Talk to people when you get stuck! Get some perspective.

- Part Two: Understanding Playtests
with Trish

13.4396



- Lesson Two: Don't let genre or intended audience determine your systems.

- Part Three: Learning from mistakes
With Joe



- Lesson Three: Maintain perspective -
don't layer new systems on top of
problems. Get to the root.

- Part Four: Gut reactions
with Cliff Bleszinski





Donations: \$25,000

Weapon Shop

Weapons **Upgrades**

	Damage +
	Damage ++
	Rate of Fire
	Double Armor +
	Skeleton Ward
	Dog Whistle

Next Wave

	Skull King	x1		Skull Minions	x35
	Dr. Dog	x2		Inferns	x21

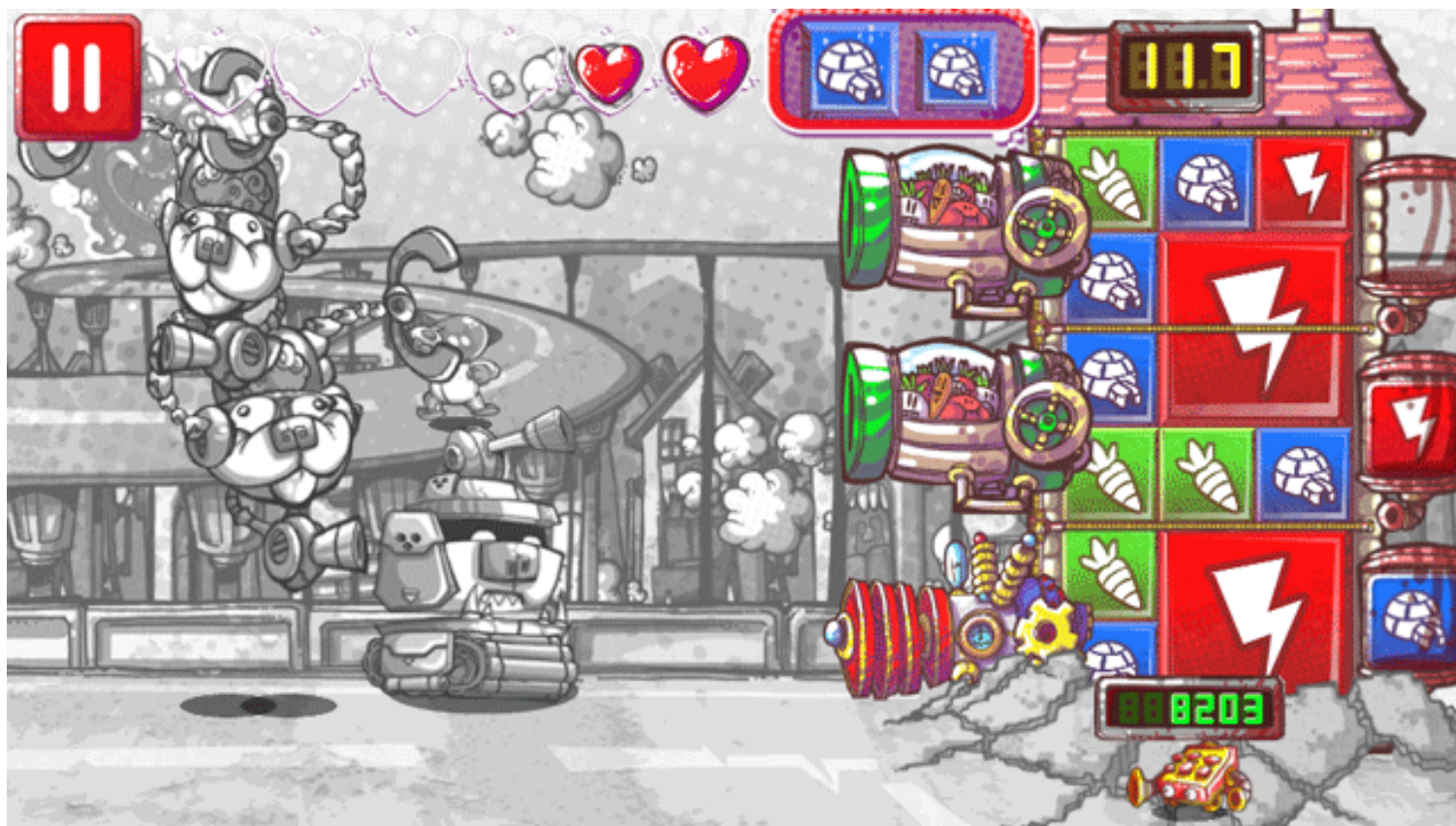
- Lesson Four: Design everything in your game with intent. Know why everything is there! (and don't be afraid of old ideas just because they're old.)

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Lesson Five: Focus!!!
with Rami Ismail



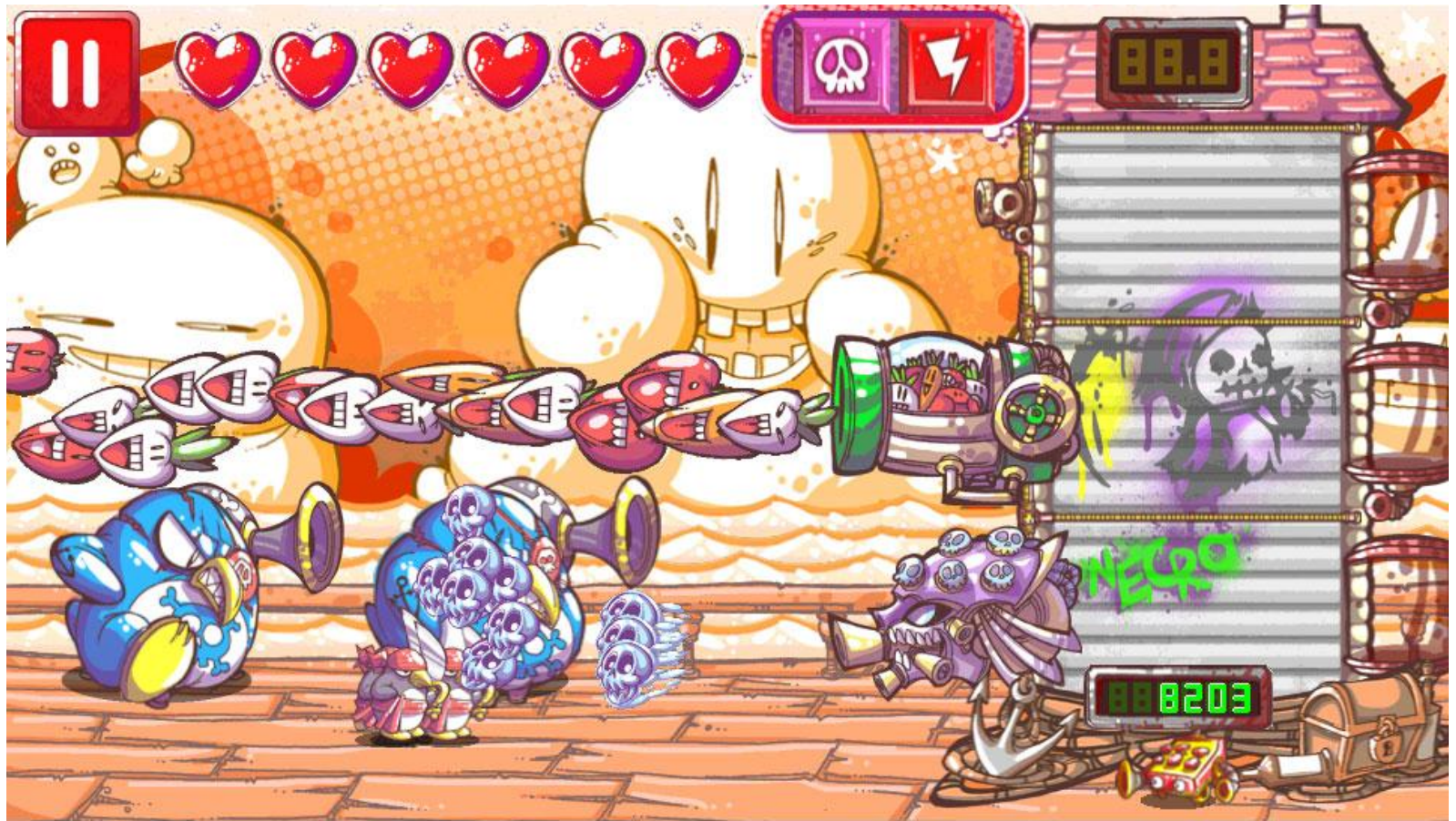




- Lesson Five: Focus on what's good about your game, and don't lose heart.

- Part Six: Recasting problems
with Tim Ambrogi





- Lesson Six: Sometimes the simplest solution is the best one.

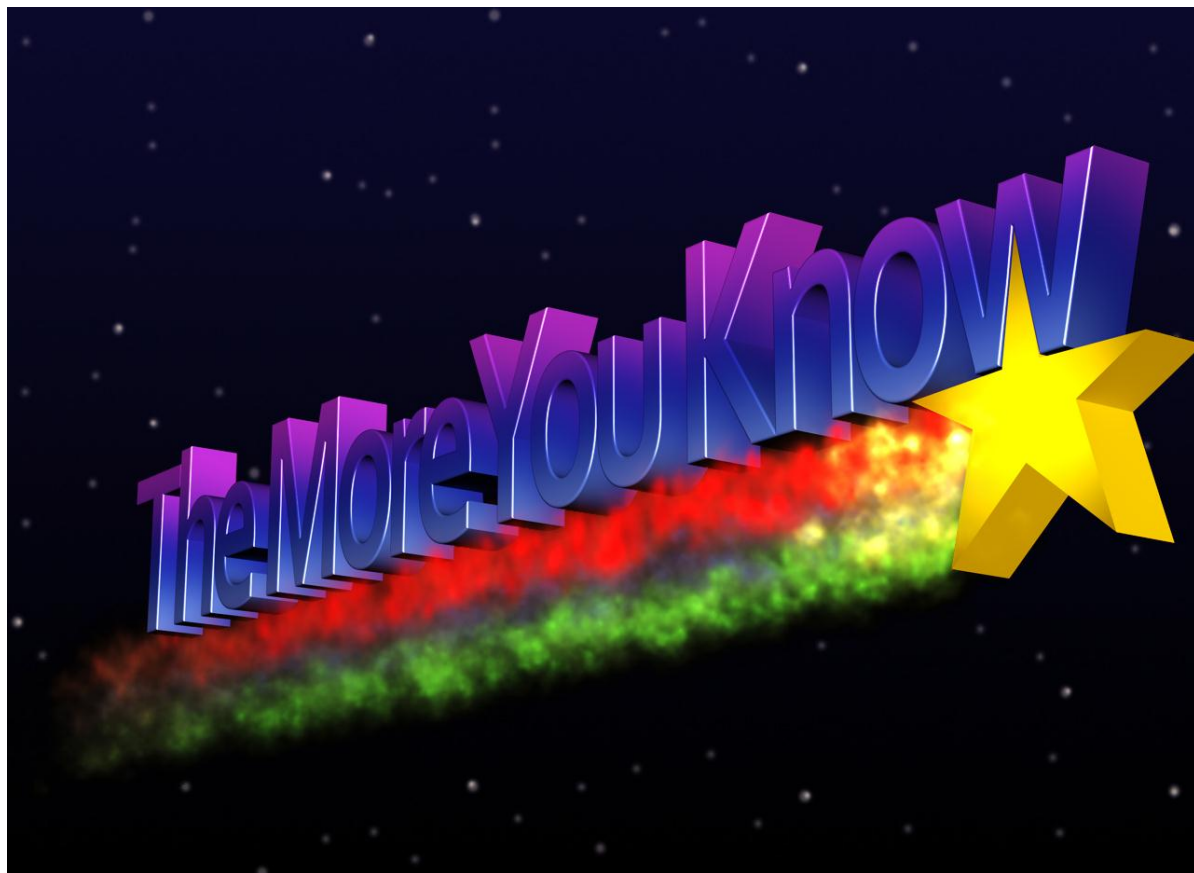
- Part Seven: Learn to learn
with Simon Carless





- Lesson Seven: Read between the lines - what are they really saying?





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THANK YOU!!

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