TYPOMANCERS

GOLD Milestone

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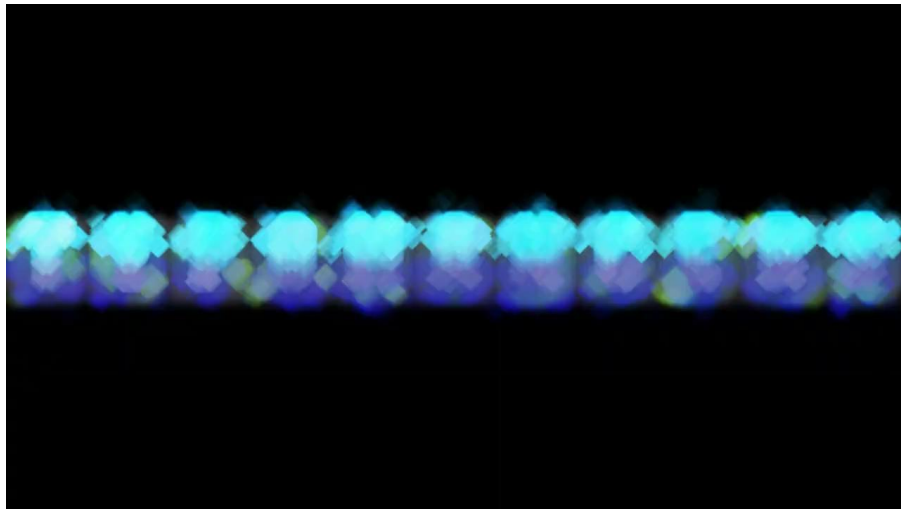Tsai, Kevin Xu, and Qihua Sun

TEAM QWERTY

01

Game Introduction

Reintroducing Our Game!

- Co-op
- Rouge-like

- Twist: attack, heal, buff & debuff, shield, revive... All through TYPING!

02

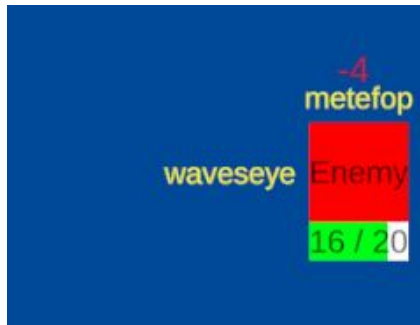## "GOLD" Issues

Lack of Visual Clarity

Problem:
Lack of feedback for guidance and gameplay

Feedback:
- "UI Improvements would be better"
- "Clearer visual indicators when buffs and debuffs active"

Solution:
Added sparkles, larger icons, and sound effects.

Typo Feedback

Problem:
Typos are not noticeable enough.

Feedback:
"Adding sound effects when we make typos/spell the word correctly."

Solution:
We added sfx for typos and several other player actions to enhance the feedback.

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Typos are not noticeable enough.

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"Adding sound effects when we make typos/spell the word correctly."

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Player Typing Speed

Problem:
Initial difficulty was designed for the average player to have WPM between 60-70.
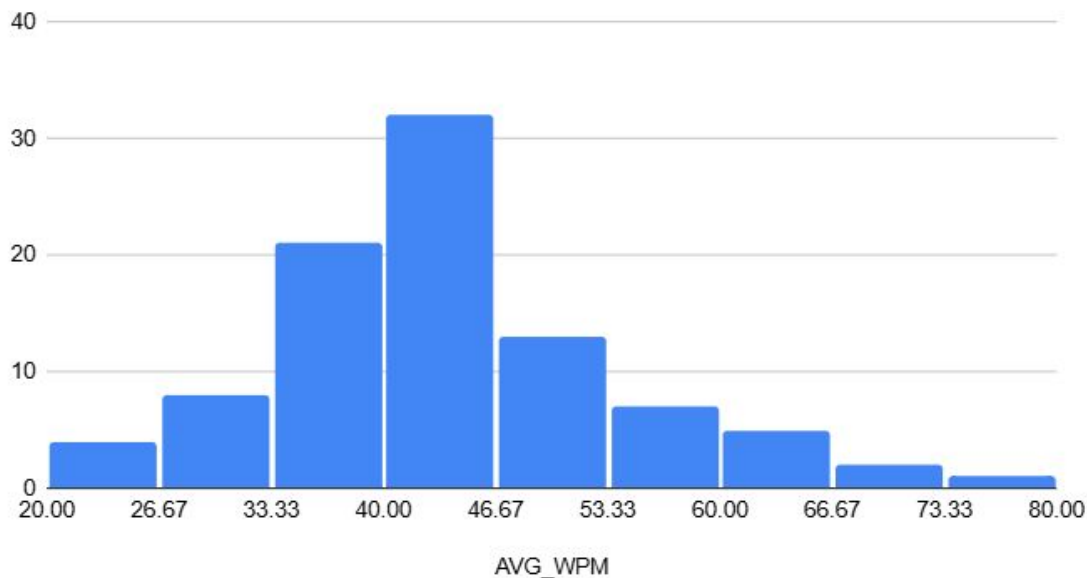
Feedback:
"Multiplayer is difficult if your teammate is very slow at typing"

Solution:
Created a new damage equation that uses a logarithmic curve.

Histogram of AVG_WPM

03
Highlight

Teamwork → BIG DAMAGE

Teamwork:
A mix of buffs/debuffs can be used to reach really high damage numbers.

Tutorial Enemy:
Given 1000 HP to try and prevent players from accidentally killing it. But with everyone working together it can still be done!

THANK YOU

TEAM QWERTY