

Pokemon: Real Time Battle

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Video

[Youtube link here.](#)

What Worked and What Did Not

- **Worked**
 - using free models
 - good old fashioned couch gaming
 - cooperative gameplay
- **Didn't work**
 - animating models
 - making multiple fighters
 - people skill spamming

What We Learned

- The complexity of avatar sharing
- The importance of a good tutorial
- Multiplayer games are really hard to test alone
- Especially when a single player can't fully control the avatar.
- How do you incentivise people to cooperate?
- How varied playtesting can be
- When you are short on time, emulate examples
- Get an artist if you want thorough visual polish on a short timeline

Changes and Adjustments from Design

- 'Quick-Time' Events for cooperative gameplay
- Charizard feel and moves
- Overall game speed

Final Playtest Changes

Rumble tells