

Phantom forces is now being updated very frequently with exotic new guns for players to try, yet players are commonly disputing weather these new guns are balanced or not with usually two sides of thinking that the gun is perfectly balanced, or if the gun is completely and entirely overpowered. This leads to community complaints and StyLiS applying usually un-needed nerfs to very good guns making said guns subpar, mediocre, and leaving the people using those guns upset and irritated.

To ensure that every new gun is completely balanced before they are released to the public base, I propose a simple solution - to restart the Supertest program that was closed after the framework update. The supertestng program would have a simple structure. There would be 50-200 maximum slots available on this program which any player would be able to apply for.

The application process should consist of three separate stages. The first stage being that the player submit a 3-5 paragraph essay describing their experience with Phantom Forces, why they would like to be a supertester, and any additional information needed, to a specified account.

The second stage would be review and interview, a specified person will read over each essay and document the ones that are structured well and generally make sense. This person would then contact the player by means of ROBLOX private message, Skype, etc to arrange an interview where he will ask the player specific questions, he will document their answers.

The third stage is final selection. The person who conducted the interviews will document the players that provided a good interview and meet up with the other developers and discuss players and their answers in batches. Any players that the developers agree on will then be admitted to the Supertest Program to test guns, maps, etc before they are added.

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Now, most retail MMO games have 3 stages of testing before products release for the public.

The first stage is directly from the developers. They balance the the product the way they see fit and patch any major bugs.

The second stage is from the supertesters. The supertesters make sure that the product feels balanced and submits their feedback to the developers usually in essays. They also seek out any second hand bugs not found by the developers.

The third stage is held as a common test where any public player may test the product. This is

held to gather public opinion on the product and seek out any very minor bugs. Changes are made until the public mostly agrees/is happy with the product and then it is released on the live server.

Now let's talk about how the testing process works on phantom forces, well we generally don't have one at all except from the developers directly. This leads to products being added with no idea what the public will think and then the product being changed drastically effecting the people who used those products.

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At this point having the Supertest program would greatly help the process of how guns and more are balanced and put into the game. Updates should also be added in large batches rather than small ones more frequently. Full patch notes should also be released every time the game is updated as some things are being changed without StyLiS notifying the public, specifically soft stats of guns.