

Tab 1

The developer, modifier or level designer has total control over their creative freedom. Providing a simple “Yes, I like this feature...” is enough to contribute to their work without offering a poor critique. -**tarusliving105**.

1. Pre-requisites for Proper Connectivity.

a. When did you buy a copy of World at War?

i. Earlier than 2022?

1. Yes.

- a.** Online capabilities are available but finicky. Authentic steam purchases before 2022, even before Black Ops III since it was released back in 2015, are perfect for modifying World at War over Steam. World at War, however, have their own port designations per online account and will need to be configured through your router and a technique called port forwarding to connect with others across the world, if not in your country. I'll write a guide on how to set up this configuration at some point. For now, know that you have more connectivity power than someone with a torrented copy or a CD disc of World at War.

ii. Later than 2023?

1. Yes.

- a.** Online capabilities are limited but still possible. Something happened within the time that steam keys were working but since 2023, Activision does not allow online accounts to be synced with Valve. This is out of everyone's control because World at War is obsolete and forgotten by newer audiences. It's just how the cookie crumbles.
- b.** Activision does not actively support World at War anymore. This is not even a service Valve can fix for the game. We are on our own.

- i. <https://support.activision.com/games>

b. Are you going to run WAW on Steam using (T4M / T4Me)?

- i. You can run World at War on Desktop and the Steam Deck.
 - 1. I've seen this operate with T4M over on John Banana's Modifying Discord server.
 - a. <https://github.com/JBShady/T4M-Enhanced>
- ii. If the mod requires T4M or T4M extended to operate...I recommend that you use the latter, r49 has more capabilities than the original r48.
 - a. Usually, any mod on UGX is going to require T4M so this applies to either device.
 - i. It's better to have a copy of Clippy95's d3d9.dll from their T4Me zipfile, then placing it in a new folder in case you lose the original script extender through Plutonium.

c. How about using Plutonium (T4)?

- i. It's going to be run on Desktop only. I don't know if you can run Plutonium on anything other than a desktop or laptop.
 - 1. It's going to be called T4 Co-Op/Zombies, you'll have to download it through their forum website and create an account to link up for their free services.
 - a. <https://plutonium.pw/>
- ii. It doesn't matter whether the game key was bought or torrented, please just buy the game. \$20 dollars isn't that much money for everything Steam offers.
 - 1. Online capabilities are open for playing.
 - a. You can use a Wireless Local Area Network (WLAN) to play online.
 - b. A popular party that offers this service for free is called Radmin VPN and they seem to work without offering serious security risks.
 - i. <https://www.radmin-vpn.com/>

d. What communication method are you going to use?

- i. **Discord (Casual Recommendation).**

1. Currently the most popular platform for communication in the World at War Communities. Very reliable, but its company's longevity is up for debate.
2. There are alternatives for a platform just as secure as Discord.
 - a. <https://discord.com/>

ii. **In-Game Text and Voice Chat (Limited and Oldschool).**

1. Very old school and can work for basic communication but it's not recommended for logging documents or text logs before, during or after games.
2. You cannot communicate with each other without a stable game connection.

iii. **Fluxer and Matrix (Advanced Recommendation).**

1. New applications that advertise themselves as alternatives to Discord on the Internet, downloadable through open source and offer testing the beta states.
 - a. <https://fluxer.app>
 - i. Its overlay and user interface resembles Discord minimalistically. Simply designed for indie programmers, it's great for private server owners and their moderators too.
 - b. <https://matrix.org>
 - i. Matrix mimics Discord as if it could have been more professional, this platform has been designed for a workspace rather than casual chatrooms.
2. These open source programs are recommended by some of the most advanced modifiers I've spoken with, so I can say with certainty that these websites are what you ought to look for when looking into alternative communication applications.

iv. **What Not To Do... (*DO NOT DO THIS!*)**

1. Do not make an instant group based on a popular social media platform, like Whatsapp or Facebook Messenger.
 - a. The worst thing you could do would be to exchange the bare minimum of your contact information and create a group chat for private group messaging through Snapchat, Facebook, or Instagram.
 - b. Again, Discord is arguably better for making groups, because you can create online aliases and host private servers, but in case the project falls to the ground because of live security risks, I would just be careful about sharing your personal contact information with anyone so DO NOT

use social media applications in general.

2. How can I play-test for a Developer?

a. Through a process of elimination, I would record...

i. The Downloadable Content.

1. How is it supposed to be installed?
 - a. Installation Wizard or Manual Installation?
2. Is the mod launchable without being able to crash the game?
 - a. Yes or No.

ii. The Meta Strategies.

1. Is there a Thompson wallbuy, a Flame Thrower, Ray Gun, or a Wonder Weapon that you can acquire?
2. Is there a gimmicky weapon?
 - a. A new wonder weapon?
 - i. Does it work inside of gameplay?
3. Is there an objective that's absolutely necessary for basic gameplay?

iii. Creative Functionality.

1. What grabs your attention?
 - a. Anything eye-grabbing?
2. Is it a variation of the standard gameplay?
 - a. Adventure tasks
 - b. Easter Egg Quest
 - c. Prompted Objectives
 - d. Buyable Endings

iv. The Round Progression.

1. Is the pace fast?
 - a. Yes or No.
2. Is the pace slow?
 - a. Yes or No.

v. Or, ask yourself how easy was it for you to do the following examples:

1. Accessing the Gamer Script Code, (.gsc).
 - a. Can you access the scripts through...?
 - i. Sublime Text.
 - ii. Notepad ++.

- iii. Launcher v1.0.
- 2. Attempting an easter egg speedrun?
- 3. Attempting your highest high-round attempt?
- 4. Able to jump in and out of the map?
- 5. Launch the dev-map and use the console commands?
- 6. Discussing the User Interface versus User Experience.

Keep in mind, this isn't a test or completely necessary to finish. You can pick and choose from any one of these checklists.

3. How e/se can I play-test for a Developer?

a. Process of Elimination (version two)

- i. Write down what you want, paraphrase messages which can go a ways too. The following is what I wrote down for a level designer for their new map but it doesn't have to be this long, thankfully.
 - 1. I don't mind the map's functionality, the cottage style, or the WW2 zombie setting. I'm familiar with the ambience already through the playtesting but I wonder if the skybox filter could be less of a greenish blue tint and maybe, the skybox could be brighter, if not earlier in the day like during a sunset. I think combining the two games into one gamemode is ambitious. Granted, WW2 is what they have in common, but I would need to know about Medal of Honor: Allied Alliances before downloading to make a distinct connection between the environment and your new setting. Maybe that's the bridge you're trying to make? I like the direction you're going to take regardless of my lack of experience and knowledge of the game itself.
 - 2. I like your selection of music, it seems selective to parallel Treyarch's choices in Easter Egg music, Deutschland for example is a superb choice and my favorite out of the songs that I play. The round change sound effect is perfect. It should be based around MoH:AA, more themes from that game would be awesome to see in the Easter Egg Quest, maybe when knifing the paper slips. The weapon sound effects could use some patching, like the STG-44 reload. I think the sound effects in general like the barriers need work. Like the ones being removed are so loud I can hear a barrier from the other side of the map, that's my only complaint. Otherwise, the weapons sound good enough since they are ported from another game's assets. The Hitler Boss enemy type, with his

marching anthem, needs to be toned down, it almost blasted so loud as an effect, I'm disoriented and then he begins to shoot the Waffle.

3. I still prefer the M1 Grease Gun for Point Farming. It's a surprisingly powerful and cheap end game weapon that works for me when combined with Speed Cola, Double Tap, and Electric Cherry. Cheap ammo prices with a good damage output to point-gain ratio is what I can find helpful for the buyable ending in the later rounds. The Bren and PTRS are my next favorite weapons. You can imagine how they operate with Stamin-Up and Juggernog, they become a tank loadout with a mobility buff. The Bazooka is great for damaging groups, as well as the Flamer Thrower, but I think those would be considered Specialist weapons that add variety. The Ammo-matic is tricky. I think it's tucked away in a spot that no-one will remember where it is. If it were in the armory room, and not in the library, I would love to see it in there as a possible location. Maybe another perk machine should be in the library? Or the library is supposed to be a camping location? I would add a barrier in the library so that there's a reason to leave or escalate tension in the spot. Otherwise, every weapon I played with is balanced enough, but I need to play around with the dev-map mode to try out all the weapons.
4. So it's very difficult for New Players, Intermediate for Casual Players, and Easy enough for Competent Players. I don't think this is going to be an issue for elite players with experience, but my buddies who were casual kept getting downed by HB round. I would mention how difficult the mod is in the mod release when you get to that point.
5. The HB is the most unique addition to the map. Keep 'em with the WW. Everything is great.
6. The debris could be flown away, in any direction. Maybe if it flies into the ground or away from the player, that would help display another animation. I don't mind all of the weapons that lack sound effects. Set the HB spawning theme down to a medium volume and compare it to the top sound effect bar setting in-game. I wish the boss respawned more frequently between the round progression and not just once after being defeated. If you could reduce the price of the MP40/I from 2500 to 1850 points I think that's a fair trade off for the point economy, I would be spending

more points for ammo than earning the points that I could gain by shooting the zombies with the MP40/I. I wish there was a texture for the spinning door that looked like a spinning door so it reveals the interior room as a lobby and not like a caved-in building for an ending room. The ending has got to look special!

ii. Now, write this down for your notes.

1. Can I play the mod by myself?

a. Yes or No.

- i. Supportive Argument (Pros.)
- ii. Debatable Argument (Cons.)
- iii. Your high round attempt.(Screenshot)
- iv. Your speed run attempt. (Screenshot)

2. Can I play the mod with friends?

a. Yes or No.

- i. Supportive Argument (Pros.)
- ii. Debatable Argument (Cons.)
- iii. Our high round attempt. (Screenshot)
- iv. Your group's speed run attempt. (Screenshot)

3. Is there an Easter Egg?

a. Develop an easter egg guide!

i. For example:

Ascended Zombies' EE guide after playing
Stig4532's map, Remagen.

- 1. <https://www.youtube.com/watch?v=VZ1KoN-QnEo&list=LL&index=3>

4. The Discussion and Documentation Process.

a. Your First Thoughts and Impressions.

- i. Any first thoughts and any subjective opinions should be recorded or logged for the developer to reference later on, maybe before the project is released. This is up to you to handle with care so you are on your own.

b. The Map Makers' or Modifiers' Thoughts.

- i. Document quotes or host an interview, so to speak. For example they might ask you for your feedback. Be honest and truthful so that feedback

will be substantial, if possible, be humble as well.

- ii. Level designers might ask for community input, such as:
 - 1. "What are your thoughts on?"
 - a. The map's style, setting, ambience
 - b. The music, sound effects, weapon sounds
 - c. Weapon balancing
 - d. Difficulty
 - e. Features
 - f. Things you'd like to see added.

c. Giving Substantial Feedback.

- i. Generally you can share what feedback you have for the mod author or level designer and they can decide what to accept or ignore.
- ii. Remember, not everything is a good idea and there are limitations to every idea.
 - 1. For example, I thought another pathway for a zombies map was possible but it was out of the level designers best interest to implement so late into the project. So, be mindful.
 - a. If your feedback poses a threat to their online career, you may find yourself becoming a complication found within their project, it depends so ask yourself these questions:
 - i. Is the feedback supportive enough that it can benefit the modification?
 - 1. Yes?
 - a. You're good. Don't worry too much.
 - 2. No?
 - a. There's always some area in the project that could use a supportive argument.
 - ii. Is the feedback so negative that it is arguably against the improvement of the modification?
 - 1. Yes?
 - a. Just be aware, this is redundant to your initial role as a helping hand in the first place.
 - 2. No?
 - a. That's good. Keep it up. You do you.
 - 2. Now consider what you love or hate during the beta testing. Ask yourself.
 - a. Do you want to continue providing updates?

- i. This part can go on for as long as you want. There is nothing tying you down to the project once you offer your first thoughts for the mod author or level designer.
 - 1. Yes?
 - a. Go for it. Schedule it out with the project leader and communicate with your team members.
 - 2. No?
 - a. Leave the project be. It's not supposed to be a serious job anyways, and it should be done as a hobby for fun.

5. The Pre-Release Phase through Post-Release.

a. UGX-Mods Forum comments or YouTube Comments.

- i. Your comments can be left open ended to the reader or any forum viewer for general interpretation. I see this a lot in Discord servers where mod authors are ambiguous but will respond to answer questions after pre-release which allows a mod to run in relevance for years, i.e. John Banana's and Clippy95's Remastered Modpack.

b. The Developer and Play Tester connection going forward.

- i. Discuss about how your ideas have been implemented. Do some research in the future for the team and come back with a handful of knowledge that can help the mod author and level designers mend their creativity gap. Continuing to keep a mutual connection will allow you to work on future projects, if desired.

6. Anonymous Testimonies from the World at War Discord Communities.

- 1. "...in terms of procedure I'd always try to use every front-facing feature offered by the map to see if it works or how it feels. in terms of actual gameplay feedback I'd pay attention to everything that surrounds the progression of the map. how long it takes to unlock something, is an area fair to play in given the available resources, are the resources available enough or too much for early, mid, and late game. wall weapons, door prices, ammo, number of enemy spawns, special enemies and how often they spawn, etc. a lot of little things you'd generally take into account."

“...intuitive puzzles/objectives are a pretty significant aspect as well. If the player has to go out of their way to do something how feasible/fair/practical/easy to pick up on is it. Power, pack-a-punch, perks and mainstay mechanics are typically what I focus on the most as they're integral to general gameplay and match progression. If you're going nitty gritty you could start investigating bonus features like mini quests or a main quest if they're available. mini quests, depending on when they're possible to achieve and how hard they are to achieve, may affect early and mid game progression if the player knows how to do them, which could potentially be something of note when running through a regular match.”

2. “I just try jumps...and eventually find oversights that devs left...”
 3. “What am I trying to expect from the community if I’m making a map without play-testers?”
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