

Tyranny: Bastard's Wound DLC

Release candidate (v. 1.2.0.0079), 2017-11-09

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Overall verdict



Summary

With our quality verdict of Tyranny: Bastard's Wound DLC we looked at Bastards Wound Quests, Bastards Wound Areas and World Map Events, as well as overall stability and performance. This content accomplishes what it sets out to do, is stable and has no critical or blocking issues. The issues we encountered were spread across many areas of the game such as scripts, UI and graphics. There were quite a few of these, but the majority were not specific to the Bastard's Wound DLC but were part of the base game. With that in mind, we concluded that our quality verdict is a Clear Pass.

Part 1 - Technical state of the game



Bastard's Wounds Quests

Quests generally worked well and we had no issues completing the Bastard's Wounds quest lines. There were a few minor bugs and narrative errors, such as an NPC learning of another character's death only to then refer to him as alive ([FG-482](#)), or a character becoming furious with the player character and then immediately forgetting this ([FG-498](#)). Talking to Gwyneth after having killed the Butcher, it is sometimes impossible to click a certain dialogue option ([FG-394](#)).

There is one battle in the main quest line that has balance issues, being significantly harder than any other battle ([FG-532](#)). Since this battle is impossible to avoid through diplomatic means, this poses a problem for players who normally avoid battles and thus have less skilled parties than they otherwise might.

None of the issues we found prevented us from finishing the quests, and most issues were quite minor, so this aspect gets a Clear Pass.

Bastard's Wounds Areas

Aside from a graphical issue in Timbervale ([FG-542](#)), the new areas in Bastard's Wounds are well laid out. Certain graphical assets seem slightly rushed, such as this bridge outside the Shattered Bastion ([FG-558](#)), and a gate in the Abyss ([FG-584](#)). Areas get a Clear Pass.

World Map Events

We found no issues with World Map Events. Clear Pass.

Stability and Performance

The team experienced no crashes and only one case of lag, which was likely due to hardware issues rather than the game itself. Even extensive stress testing did not significantly affect performance. The only other issue we experienced was loading times, which were sometimes far too long. Stability and performance get a Soft Pass.

Additional Info

Although we found no particularly damning issues with the DLC content itself, the game as a whole suffers from a slew of minor issues affecting all areas of the game, which makes for a slightly unpolished finish. A few examples:

- Graphical effects from magic spells sometimes linger after battle ([FG-441](#)).
- Having a combo ability selected while leaving stealth will trigger it to be cast ([FG-562](#)), causing party members to run towards an arbitrary location.
- Moving party members in certain formations over short distances results in unexpected behaviour ([FG-556](#)).
- Monologue texts are hidden behind the UI if the speaking character is standing close to the top of the screen ([FG-544](#)).
- Double-clicking on the Party Stash button while looting closes the loot window ([FG-539](#)).

A complex, interesting title like Tyranny deserves better, and we believe it would benefit from these issues being addressed in a patch or a future DLC.

Part 2 - According to definition



Release Candidate

The RC should be releasable.

- There should be no text issues left: (There are quite a lot of typos. Soft Fail.)
 - No typos.
 - No missing strings.
- All art needs to be final. (A few graphical issues, but nothing damning. Soft Pass.)
- The interface needs to be final. (As this is a DLC the interface is already finalised we will not include this in the final verdict, but we found issues that should be looked at.)
- The game needs to be balanced: (Aside from one important battle, we found the game to be balanced. Soft Pass.)
 - Singleplayer should be okay too (economy etc).
- The AI needs to be final. (We found few issues with the AI. We have assumed this is part of the base game and will not take this into account.)

DLC

The DLC should be releasable.

- No placeholders
- Balanced (See above.)
- All features properly implemented:
 - Bastard's Wounds Quests
 - Bastard's Wounds Areas
 - World Map Events

Part 3 - Subjective QA Feedback

Unfortunately, no one on the team is a fan of this type of game, which is why the specific feedback we have to give may seem on the negative side. On the whole, we feel that the game is a solid title. The DLC does what it sets out to do, and we believe that fans of the genre will be well pleased to have spent their money on it.