PLAYTESTING DOCUMENT

TESTING #1

Main test question:

- Are there any gameplay problems?

Secondary question(s):

- Is the game clear?

Data that has to be tracked:

- Note bugs

- Note thoughts of the player

Minimum required participants:

- 1

Build number:

- Tested in Engine very early on.

Feature tested:

- The whole game

Organizer(s):

- Jiří

TESSA

Notes:

- Understands the game after 9:12

- Would like it if there was more feedback on when the hit was successful

- Does not have many comments

- Used all the hints

JAKUB

Notes:

- Hint does not appear

- It's hard to tell when vibration resets

- Vibration feels unpredictable

- Feedback on shooting could be better

- Missing any goal

- Understands the game after 8:21

RESULTS OF TESTING #1

Answer to the main question:

- Hints need iteration – it's not clear when they will show up.

- Vibrations need to happen constantly so that the player does not think they should shoot when the vibrations are not happening at all

Answer to the secondary question(s):

- Better feedback on shooting will be done – I will replace the debug lines with some more proper feedback

- I will add a goal so that the players know what to aim for.

- Add feedback on destroying the target when it's hit properly.

My overall feelings:

This was the first and really quick playtest just to sort out the most obvious issues – making any more playtests within this version would be a waste of time because it needs to be adjusted

TESTING 2#

Main test question:

- Can players understand and finish the game within 10 minutes?

Secondary question(s):

- Is there anything to make better or fix?

- Did the iterations made work?

Data that has to be tracked:

- Note bugs

- Note the thoughts of the player

Minimum required participants:

- 3

Build number:

- v3 & v4 (Same version with better debug)

Feature tested:

- The whole game

Organizer(s):

- Jiří

MERLIJN

Notes:

- Does not understand when shots happen - needs better feedback on the shooting

- Medium-level shake is the answer

- Shaking of the controller is slightly lagging behind

- Too hard

- Did not use a single hint – felt like it would be cheating

- About 7-8 minutes before completing

- Overall, likes the experience, although narratively, it's uninteresting

- Played on PS4 controller and the UI is not ready for that.

SEBI

Notes:

- Clueles
- Thinks he needs to move the stick to influence the shots
- Laughting when playing
- Exploring things
- Learning
- Thinks vibration is based on how he is holding the controler
- Gets the game after about 5 minutes
- The game Lags a bit, with a lot of broken targets
- Should have a rewarding ending (said before beating the game)
- Beats the game in 8 minutes
- Hint arrows feel like you need to use the stick for shooting
- Enjoyable

ADAM

Notes:

- Controler is rambling
- Get that shooting influences ramble in 1:41
- Gets how it works
- Tries to rotate the controller
- Holds controller upside down
- Moves with controller
- Does not know what kind of sensors the controller has
- Creates crazy theories
  - Controller rumbles based on rotation
- 6:40 is when he got that he needed to wait for the rotation
- 7:22 – completion time
- bad optimization – the game lags

MATT

Notes:

- Doesn't get the last hint
- Gets after a bit that you need to wait for vibration (1:00)
- Thought it was a timing thing at first
- "Gonna take forever"
- Why don't I get points for hitting the targets around
- The game is lagging
- Feels like it's black and white
- The too high and when you are supposed to shoot are similar vibrations
- Finishes the game after about 6:00
- Likes the game – wants to see this used more.

RESULTS OF TESTING #2

Answer to the main question:

- Players finish the game in around 7-8 minutes

Answer to the secondary question(s):

- The game lags – targets need to be removed when they are destroyed

- All players enjoyed searching for what they were supposed to do, and all understood in the end without interaction with me.

- I will add total points for target hits – every hit will count, and it will also add statistical data for the player.

- There is a bug that sometimes the controller rambles differently and shoots differently – needs to be explored and fixed

- Sometimes, the players have a hard time distinguishing different vibrations – I will address this in the build.

- Need to include support for PS4 and other controllers.

My overall feelings:

Good testing; I think I have a solid game in my hands, and I am ready for the final iteration. All players were able to understand the game and finished the game before 10 minutes.