

Everybody Fits In

Team Meat Sweats

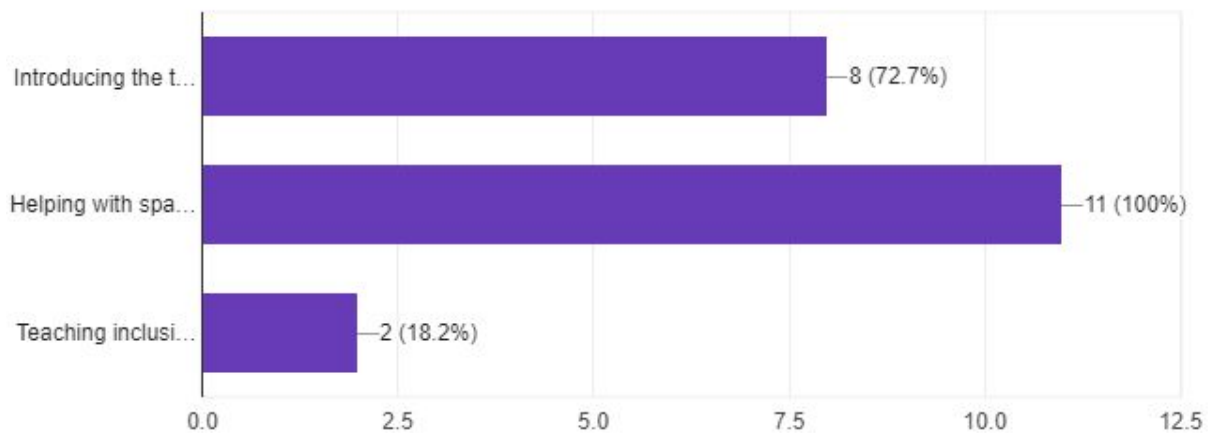
QA Results and Feedback by Tim Carbone

Sprint 3

Results

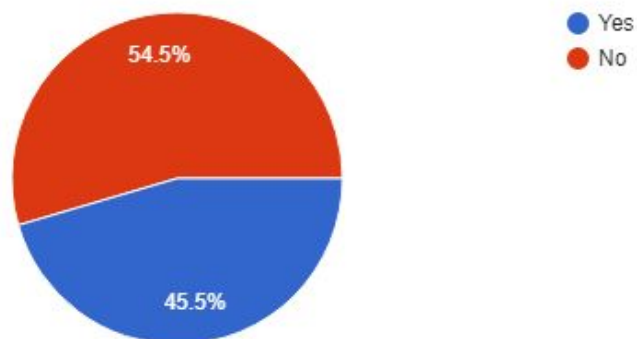
Check off all of the messages you think the game portrays well?

11 responses



Without considering art/visual explanation, do you think the mechanics and game loop would do a good enough job t...about the different traits of Autism?

11 responses



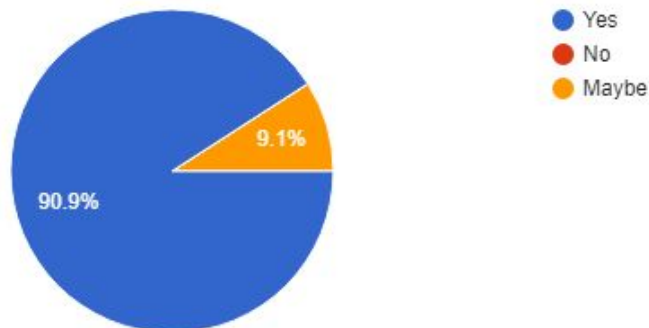
Do you think this game will be engaging enough in a classroom setting for 1st-3rd graders?

11 responses



Do you think kids of this age range will enjoy the art style?

11 responses



The Good

For the most part, everything we've asked previously in QA, such as the first question being the exact same as one from week 3, has improved. People seem more connected to the game and are more confident in its approach.

The Not-As-Good

It seems that players are less confident in the overall package, however. Over half of the players said that they don't think the game's gameplay loops is enough to teach kids about Autism, which is strange given the fact that this is the direction we have said we were going in for a while and people seemed to understand and like the idea.

Reaction to Results

While most of the feedback was exactly as we expected and hoped, question 2 shocked us. Players just weren't feeling like the game was doing enough on its own anymore. We had asked in prior QA forms if the cutscene/game loop would work and people said yes, so it is strange that we are now getting this feedback.

Future Plans

If we were given more time to test and work on the game, we would certainly try and think of new ways to improve the game's teaching potential and get a feel for what testers want. In addition, we would actually test the game with teachers and students in our target audience. However, due to the time constraints, we are focused on finishing up the game and putting it into a release-ready form.