Yuxuan Zhou n11278234 Playtest report

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| Date | Participants | Overall approaches:  The participants will first go through the arts and assets to guess what each do, talks about how they feel when they first saw those art. Afterwards the participants will be told what each assets was and does, then the participants will fill out a short survey to talk about how they feel | Session goals:  Get useful responses about the overall art style and enemies design | | Methods:  What does the models make u feel?  What do u thing about the quality of the models?  Looking at the enemies, can u guess what each does in game? Is it hard to guess? | How to Analyse  Review the responses from the participants to pick out problems and common response. | |
| 20/04/23 | 1 \*Game student |  |  | The Models are very intimidating and contribute to a very creepy, unnerving atmosphere.  They have a very high quality to them that is reminiscent of AAA titles  Two of the enemies looked like they chased you, but two were unclear and looked more like set dressing than enemies. | | | Mainly positive,  Enemies are hard to guess | |
| 27/04/23 | 1\*Game student |  |  | The models are very great build purely judging from the overall look. Other than few models that were designed to be creepy,most of the models seems normal and can hardly relate to the evil clown park theme. With the lighting on, the model does look creepy and intimidating.  The clown look pretty general, the one with the ball seems like it will crush u, the last bell I assume act like a security cam.  The overall design are pretty straight forward. | | | Lighting is important.  Bell enemy unclear | |

Overall most of the feedback I received think that all the models are decent and would look good in the game, yet still need some studio level lighting as a support to create an intimidating and creepy atmosphere. Same for the models of the enemies, the problem with enemy is that there some minor difficulties on guessing what different enemies do. I don’t plan to fix that as I think what they do will be explained and self explanatory in the game.