IGB100 Playtesting Report

Carnival of Carnage

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Group 28

# Playtesting Plan

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Date** | **Participants** | | **Overall approach, including resources required** | **Session Goal** | **Method** | | **How to Analyse** |
| **Number** | **Who (characteristics of your play-testers)** | **What to measure** | **How to test** |
| 20/ 04/ 23 | 2 IGB100 Peers |  | Walk play testers through a paper prototype version of our game, having them move pieces and describe their thought process.  Describe mechanics before they begin moving. | Make sure that gameplay makes sense and players understand the goal of the game.  Make sure players understand enemy’s designs. | Player understanding. | Ask a series of questions after running through the game. | Record answers to analyse later.  See if there are common issues among players. |

# Summary of Results

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| --- | --- | --- | --- |
| **Issue Description** | **Severity** | **Strategy to Address Issue** | **Other Notes** |
| How to tell what items are meant to be collected? | Cosmetic | Have collectible items be visually distinct and contrast with other assets. | … |
| Too forgiving? Difficulty? | Major | Try to have harsh consequences for failure? | Difficulty will be understood better with a Unity prototype. |
| … | … | … | … |

# Discussion of Feedback

Through paper playtesting both play testers seemed to understand the goals, penalties and rewards of the game. Players were able to visualise how they could overcome different areas of the map by using the level design and suggested enemy AI.

Both players suggested the possibility for a timer mechanic, that would time how long it took the player to escape the theme park, in order to provide replay ability. Another suggested idea was to include more stealth mechanics such as the ability for players to hide within objects such as a locker to avoid enemies.

These suggestions will be taken into consideration, and if the team’s ability and time allow it, we will try to implement them.

# Supplementary Materials

**Playtest 1:**

**Do you understand the goal of the game?**

How will you be able to tell what items need to collect. Will they stand out?

**Do the enemies sense?**

Yeah, likes diverse range of enemies and its different states.

**Do you understand how to deal with the enemies?**

Stay out of sight, run from ball enemy.

**Do you understand the rewards and penalties?**

Collecting items, getting checkpoints

Penalty is getting caught and losing progress

**Any suggestions or feedback?**

Implementing time limit to pressure player

Leaderboard to show best time for replay value

Hiding in lockers, other stealth gameplay, crawl, lean?

**Playtest 2:**

**Do you understand the goal of the game?**

Pretty clear, a bit too easy potentially.

**Do the enemies sense?**

Made sense. Each has their own attributes.

**Do you understand how to deal with the enemies?**

Very clear how to deal with them. Stay out of sight.

**Do you understand the rewards and penalties?**

Yes, have penalties be more consequential?

**Any suggestions or feedback?**

Larger map or more complex map for more enemies

Have fast speed for clown

More consequence for getting caught

Detection or noise meter?

Add timer for replay ability, have points for also possibly

# Game Screenshots







