IGB100 Playtesting Report

Game Name

Christopher Loney

11329513

Team 13

# 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** |
| 4/5/22 | As many as possible | Other developers | Have the players play the game at least once, but they may replay if they want to.  While the tester is playing record how far the tester is from the noise maker when they shoot it.  After they have finished ask the listed questions and record the answers  Required items,   * Computer * Prototype game * Headphones * Place to record answers (google doc/ notebook) | To find out if the concept of shooting objects to stop them from making noise is enjoyable. As well as start to get an idea for some of the balancing that will be needed in the next phase, i.e. how far should the player be able to shoot or jump. | * How far the player is from the noise makers when they first try to shoot them (close, medium, far) * Did they find all the noisemakers without spending to long wandering around the map. * The answers to the listed questions | * When the players first try and shoot the noisemakers record the distance as close, medium, or far * Note if the player had to wander around to find the last noisemakers * When the player is finished playing the game ask the listed question * If the tester had any comment during or after, note them down in a comment section. |  |

# Summary of Results

*[Maximum two pages]*

A list of all issues noted during the session, why they occurred, their severity, and how they may be addressed.

|  |  |  |  |
| --- | --- | --- | --- |
| **Issue Description** | **Severity** | **Strategy to Address Issue** | **Other Notes** |
| Shooting is inconsistent, sometimes it just doesn’t work. | High | Debug and possibly rework the shooting script | … |
| Sound from the noisemakers doesn’t go far enough, so it can be hard to find them if you don’t know where to look. | High | Increase the range of the audiosource so they can be heard from further away | … |
| The character controller gets stuck on the edge of stairs | low | When we build the level we will ramp colliders instead of box/stair colliders | … |
|  |  |  |  |
|  |  |  |  |

# Discussion of Feedback

# most of the feedback from testers during my rounds of testing relate to planned but not yet implemented features and changes, as such not much will change from these. But the testing did show that some changes may be needed to the balance of the sounds, volume and distance that is can be heard from, as well as some changes to the way we are planning to implement shooting.

In general, the feedback about the sounds was that is a good idea, but it can be hard to hear some of the noise makers due to how close to the noise maker you need to be before you are able to hear it, and that it can be hard to differentiate between the different soundtracks when you are close to more than one noise maker. To fix this we will increase the range that the player can hear the noise makers from and adjust where the noise makers spawn to limit (Ideally eliminate) the areas that the noise will overlap

We where planning on letting the player have unlimited bullets, but the testing showed that players would prefer to have to at least reload after a number of bullets have been fired. But this will need to be discussed with the rest of the group as we have not had the time to since the testing was completed. The other point that the testing has shown for the shooting mechanic is that most players are shooting the noisemakers as soon as they see them meaning most of the time from across the map. This indicates that players expect to be able to shoot as far as they can see, so we should take this into consideration when we are balancing the shooting mechanic.

So the testing showed us some areas that we need to improve and has given us some new directions to look into for the production stage of the project.

# Supplementary Materials

**Questions**

* Did you have trouble finding the noise makers?
* What would you expect to see making the noises you heard during the game?
* Did anything unexpected happen during the game?

**Extra data to log**

* How far was the player from the noisemakers when they started to shoot at it? (close, medium, far)
* Did the player have to wander the map for an extended period of time to find all of the noisemakers

**Notes**

Tester one

Note no sound as I forgot headphones

* shot from far
* had to wander to find all the noise makers
* questions
  + yes, I had trouble finding the noise makers but it might be easier with the sounds
  + forgot to ask
  + I got stuck on the stairs behind the building when I tried to jump up to the next stair and I seamed to be able to shoot forever
* Comments
  + it was hard to tell that you are shooting without any visual ques

tester two

had sound

* shot from far
* was able to locate all within reasonable time
* questions
  + no they where really easy to find once I started to hear them
  + some sort of instrument or radio
  + every now and then I didn’t seam to be able to shoot, and I got stuck on the stairs a few times
* comments
  + when the noisemakers where close together it was a bit much to listen to (very loud)

tester three

* shot from medium (possibly from bad aim)
* was able to locate all within reasonable time
* questions
  + sort of, the sounds where confusing when they where close together, but I did find them all
  + maybe a radio or a speaker
  + not really
* comments
  + the sounds where really loud and I had to get really close to be able to hear them

# Game Screenshots

