CIS 350 – (Team) Project #3: Midterm Playtesting Report and Midterm Game (100 points) & Project #4: Midterm Post-Mortem Presentation (100 points) – **Due Tuesday 10/11 before 11:55pm**

Time to run the playtesting for your team's arcade-style mini-game, take observation notes, write up your report, and make any last changes based on what you learned from the playtesting.

It's time to prepare for your team presentation and in-class game showcase Wednesday 10/12 during class time.

Your goal is to get your team's first mini-game prototype of the semester to meet all of the main requirements for a playable game and then do what you can to **meet your team's chosen design objective or theme** before presentations and game showcase.  Now is the time to do what you can to make your team's mini-game prototype as complete as you can.

## Project #3: Playtesting Report (100 points)

1) **Design objective or theme your team chose AND how you planned to achieve that design objective or design for this theme:**

**Deliverable:** State the design objective or theme your team chose for this project.  Then, in 1-3 short paragraphs, briefly describe how you planned to achieve this design objective or design your team's game for this theme.

Do not assume your audience knows anything about this project.  Instead, assume this report will be in a portfolio that will be read by a potential future employer or part of an application to graduate school.

2) **Intended Experience or Desired Outcomes**

**Deliverable:** Include your team's bullet-point list of about 3-7 thoughts, feelings, knowledge, beliefs, or behaviors you want your game to give players (other than enjoyment or optimal challenge).

3) **Game Development**

**Deliverable:** In 1-3 short paragraphs, briefly describe how you made your game.

Do not assume your audience knows anything about this project.

Be sure to include that you used Unity and C# to develop the game, and used an agile project management approach with weekly sprint planning and sprint retrospectives.

You can use "we" to describe what your team did, but **do not** include team member names in this section and **do not** break down who did what.

If you used ProBuilder or Tilemaps or Spritesheet animation, you can mention that. If you used singletons, mention that and what you used them for. If your team used other software like Photoshop or Blender to develop art assets, you can mention that. You do not need to mention free assets from the asset store or example code from our textbook in this report.

### 4) Brief Game Design Document:

Include your One-Page Game Design Document. If it has changed based on feedback you received, be sure to update it. If it has not changed, you can submit the same one.

**Deliverable:** A single brief game design document

### 5) Playtesting Methods

**Deliverable:** In 1-3 short paragraphs, briefly describe how you playtested your game.

Do not assume your audience knows anything about this project. Instead, assume this report will be in a portfolio that will be read by a potential future employer.

Be sure to include that you recruited classmates for playtesting, the number of participants in the playtest, that the students played your game and then filled out a questionnaire. Be sure to include a link to your team's playtest questionnaire (or include the text of your questions in an Appendix at the end of your document and refer to it in this section with something like "Please see Appendix A for the full list of questionnaire items."). If you used an iterative design approach of testing the game, making changes based on the testing, and testing it again, be sure to mention that.

### 6) Observation Notes

During each playtesting session, one team member at a time will moderate the session and

- ask playtest participants to think out loud,
- remind playtest participants to please think out loud if they go silent.

And at least one team member (it can be the same person moderating the session) needs to

- take notes of what they observe, including
  - what players say (player quotes) and
  - what they do (player behaviors)
  - that are related to what went well and what needed improvement.

**Deliverable:** Take photos of your team's observation notes (you can use the camera on your phone or a scanner) and attach them under the heading Observation Notes. You will need enough notes to use them in your playtesting report below, so **focus on observing and writing notes that will give you the information you will need to write the report below.**

**7) Summary of Questionnaire Results**

After each playtest participant plays the game, ask them to fill out your team's questionnaire. You can ask them to fill it out on the laptop they played the game on, or on another device, but you will need to have the google form loaded onto a device and ready for the participant to fill out.

Using the steps below, you will get the summary of the results. You can also look at the results in a spreadsheet to check the ratings that went along with a given comment. **Read through and consider the questionnaire results, discuss the results as a team,** and **include the patterns you see in the data in your playtesting report below.**

**How to get the URL link to the summary of your questionnaire results:**

o After you are done collecting data, go to your questionnaire on forms.google.com or drive.google.com and replace the /edit at the end of the URL with /viewanalytics and hit enter.
o Click the blue Publish analytics link at the top middle of the page below the heading and then click Ok.
o Go back to your google form, and once again replace /edit with /viewanalytics in the URL and hit enter. The blue publish analytics link should be gone.
o Copy-paste the entire web address URL of this page into your Project 3 document. It should end with /viewanalytics and you should be able to see the summary of the results from this URL even if you are logged out of your google account.
o If you have difficulty getting the URL link, try going through the steps in this video: https://www.youtube.com/watch?v=G-AGcfGXvl0

**Deliverable:** Include a URL link to the summary of your questionnaire results by following the instructions above. Be sure you can see the summary of results at this link even if you are logged out of your google account.

**8) Playtesting Report**

After conducting playtesting in class, you will need to write up the findings from the playtesting and your plan of action to address each finding.

**Deliverable: <u>Follow the template below</u>** to write your playtesting report. Be sure to write at least 3 highlights and at least 5 lowlights or issues – you can write more of each as needed. Remember to include Action Items for each Lowlight or issue.

**Template for Highlights and Lowlights**

*Highlights:* These are things that went well with the game and the players' experience playing the game. Use your observation notes and the results from the questionnaire or survey to write up your findings in the bullet-point format below.  Try to find patterns among the data.

Organize your highlights around one finding at a time as shown below, **not** around one participant at a time and **not** all the findings and then all the action items.

List **at least 3** highlights or strengths (but include more as needed), following this structure:

- **Highlight 1:** *Title (the title refers to a pattern you found)*
    - Provide detail. Be sure to present data you gathered to support your finding.
    - Include relevant quotes from participants or observed participant behavior
    - Action Items: Sometimes, even a highlight will need an action item (most often to reinforce, change, or spread the highlight). It is okay to say, "None, this is good."

- **Highlight 2:** *Title (the title refers to a pattern you found)*
    - Provide detail. Be sure to present data you gathered to support your finding.
    - Include relevant quotes from participants or observed participant behavior
    - Action Items: Sometimes, even a highlight will need an action item (most often to reinforce, change, or spread the highlight). It is okay to say, "None, this is good."

- **Highlight 3:** *Title (the title refers to a pattern you found)*
    - Provide detail. Be sure to present data you gathered to support your finding.
    - Include relevant quotes from participants or observed participant behavior
    - Action Items: Sometimes, even a highlight will need an action item (most often to reinforce, change, or spread the highlight). It is okay to say, "None, this is good."
- **List <u>at least 3</u> highlights or strengths (include more as needed) using the format above**

*Lowlights***:** These are things that didn't go well with the game or the players' experience playing the game.

Again, try to organize your data into general patterns that emerged. Organize the lowlights around one issue or problem at a time as shown below, **not** around one participant at a time and **not** all the problems and then all the action items.

List **at least 5** lowlights or issues (but include more as needed), following this structure:

- **Issue 1:** *Title (the title refers to a pattern you found)*
    - Priority: 1-5;
        - 1 = terrible, fix it!

- - - 5 = yeah, well, we'll have a look, if we get to it
    - Description of the issue
    - Evidence for the issue you heard or observed during the playtesting (participant quotes or observation notes)
    - Action Items: list recommendations to fix Issue 1 if it is a design issue, or what you think the source of the problem is if Issue 1 is a coding issue

- Issue 2: *Title (the title refers to a pattern you found)*

  - Priority: 1-5;
    - 1 = terrible, fix it!
    - 5 = yeah, well, we'll have a look, if we get to it
  - Description of the issue
  - Evidence for the issue you heard or observed during the playtesting (participant quotes or observation notes)
  - Action Items: list recommendations to fix Issue 2

- Issue 3: *Title (the title refers to a pattern you found)*

  - Priority: 1-5;
    - 1 = terrible, fix it!
    - 5 = yeah, well, we'll have a look, if we get to it
  - Description of the issue
  - Evidence for the issue you heard or observed during the playtesting (participant quotes or observation notes)
  - Action Items: list recommendations to fix Issue 3

- Issue 4: *Title (the title refers to a pattern you found)*

  - Priority: 1-5;
    - 1 = terrible, fix it!
    - 5 = yeah, well, we'll have a look, if we get to it
  - Description of the issue
  - Evidence for the issue you heard or observed during the playtesting (participant quotes or observation notes)
  - Action Items: list recommendations to fix Issue 3

- Issue 5: *Title (the title refers to a pattern you found)*

  - Priority: 1-5;
    - 1 = terrible, fix it!
    - 5 = yeah, well, we'll have a look, if we get to it
  - Description of the issue
  - Evidence for the issue you heard or observed during the playtesting (participant quotes or observation notes)
  - Action Items: list recommendations to fix Issue 3
- List at least 5 lowlights or issues (include more as needed) using the format above

9) **Sprint Retrospective**

**Deliverable:** Each Monday for the weeks of this Project, list all team members followed by either "Done" or "Not done yet". If not done yet, include a brief explanation and the plan for that task. Label the section Sprint Retrospective.

### 10) Sprint Planning

**Deliverable:** Each Monday for the weeks of this Project, list of each team member's name followed by the tasks they have agreed to get done for that week. Label the section Sprint Planning.

### 11) Completed Plan to Make Changes Based on Playtesting

You will write a plan of action to address each lowlight or issue from your playtesting findings that you plan to address by the time this step of the project is due. Make this plan early and follow through with it by making the changes.

Create a table with your action items from your playtesting report. Include a column for the priority rating you gave each action item if it was a lowlight or issue. You can add a priority rating for the highlights if you want to. Sort the table by priority. Add a column for Status showing whether the action item is To Be Completed, Decided Not to Do, or Completed. Add deadlines on or before the date this step of the project is due for all action items with a To Be Completed status.

**Deliverable:** A table showing the current status of each Action Item from the highlights (if any) and lowlights from your playtesting report.

Deadline must show that action items were done on or before the date that this step of the project is due (see the top of this document), or if you decide as a team not to do that action item, change its status to "Decided Not to Do".

Include a column with the priority rating at least for each lowlight or issue, and sort the table by priority rating from high priority to low priority.

**Please only use the three possible statuses for each action item listed above.** Work as a team to complete as many of the action items as you can by the time that Project 3 is due.

### 12) Team Project Mini-Game Prototype: I want to see the final version of your team's mini-game prototype.

Submit one GitHub link and one Simmer.io (or itch.io) link.

Be sure your game meets all of the requirements for what counts as a playable game prototype listed in project 2.

Create a GitHub repo, get the .gitignore file on Canvas Modules, add the .gitignore file to your repo, then add your Unity project folder to the repo.  Build your game to WebGL and post it on Simmer.io (or a similar website like itch.io).

**Deliverables:  A working Simmer.io link** where your game can be played online.  Be sure to test your Simmer.io link to make sure your game is playable at that link.  **A link to your GitHub repo** with your source files.  Along with the URL to your GitHub repo, **write which scene you want me to look at** and **the path to the scene file from your project directory**.  I will take off points if you do not use a .gitignore file.  So please remember that step.

Submit the deliverables listed above as a **single** .docx or .pdf document on Canvas before it is due.

## Project #4: Midterm Game Post-Mortem Presentation (100 points)

You and your team have gone through all of the steps to create your team's first playable mini-game, designing, building, playtesting and iterating. You saw this first game project from initial idea to a playable prototype.  Whether it still needs work or is pretty much what you wanted it to be, you've come far!

This presentation is a post mortem.  "Post mortem" means "after death".  This first game project is over (dead) – and now it's time to reflect and evaluate this project one last time.

**Each team is required to prepare a 15min ppt presentation that covers the following** (but feel free to find your own structure to present your insights as long as it includes all of the following)

- Design Objective and How Achieved
    - Which Design Objective (or Theme) your team chose
    - Briefly, how your game attempted to achieve the design objective (or Theme)
    - List of Intended Experience (or Desired Outcomes) bullet points
- Key Findings from Playtesting and How You Addressed Them
    - Use screenshots with callouts (like comic book speech bubbles) to show and briefly describe each issue

- o   Briefly describe how the game was changed to fix each issue
- Lessons Learned - Reflecting on everything you and your team did to develop this game and the project as a whole…
    - o   What are 3-5 things that went well?
    - o   What are 3-5 things that you would do differently next time?
    - o   What was the most valuable lesson / insight?
    - o   How do you plan to integrate the lessons learned from making this game into your next team's game?

**Deliverable: Submit the slides for your midterm presentation as a pptx or pdf file**.  There will be a separate place on Canvas to submit this midterm presentation, separate from the midterm report.  So, each team will submit **a midterm report** and **a midterm presentation**.

Grading for the midterm Presentation:

- C: all listed areas are discussed in the presentation
- B: the above, plus presentation is particularly informative, insightful and reflective, showing careful consideration of each area
- A: the above, plus the presentation itself is very well done with impactful slides (pics count more than words – don't present walls of text!!!!), delivery is confident and appears well rehearsed and coordinated amongst team members