CIS 350 – (Team) Project #7: Playtesting Report (100 points) & Project #8: Final Post Mortem Presentation (100 points) – **Due Monday 12/12 before 11:55pm**

It’s time to write up a report on the final playtest, and make any last changes based on the findings from the playtesting.

It’s time to prepare for your final team presentation and in-class game showcase on **Tuesday,** **December 13th at** **2:30 - 4:30 p.m**.

Your goal is to get your team’s second 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 final presentations and final game showcase.

**Main Requirements for a Playable Game**

1. Tutorial elements that teach the player what controls to use (do **not** assume players know WASD=move or use the mouse to look, but use those standard controls if they make sense for your game)
2. A challenging goal is clearly communicated to the player
3. Achieving the goal of the game has a medium level of difficulty – neither too hard nor too easy (or the game has difficulty settings the player can choose or uses dynamic difficulty adjustment)
4. The game has success and failure conditions, meaning the player can win or lose each time they try.
5. Feedback about whether the player succeeded or failed each try is clearly communicated
6. There is a game loop, meaning the player has the ability to retry or reload the scene without closing and re-opening the game or pressing the Play button in the Unity Editor

**Project #7: Final 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.

1. **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).

1. **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.

1. **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 the final 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.

1. **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.**

1. **Summary of Questionnaire Results**

After each playtest participant plays the game, ask them to fill out your team’s questionnaire.

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:**

* 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.
* Click the blue Publish analytics link at the top middle of the page below the heading and then click Ok.
* 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.
* 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.
* 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.

1. **Playtesting Report: Findings from The Playtesting**

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:** **Follow the template below** 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 at least 3 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: 1-4;
    - 1 = terrible, fix it!
    - 4 = 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**

1. **Sprint Retrospective**

**Deliverable:** Each Monday for the three weeks of Project 7 (not including Thanksgiving break), list all team members followed by either “Done” or “Not done yet” and a brief explanation and the plan for that task. Label the section Sprint Retrospective.

1. **Sprint Planning**

**Deliverable:** Each Monday for the three weeks of Project 7, 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.

1. **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 Project 7 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 that Project 7 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 Project 7 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.

Work as a team to complete as many of the action items as you can by the time that Project 7 is due.

1. **Final Team Project Game:** I want to see your team’s final 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 listed in Project 5 and towards the top of this document.

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:**  one URL web address linking to your project repository on GitHub and one URL to your game on Simmer.io (or a similar website like itch.io).

Include the path to the starting scene in your github repository.

Be sure to properly use a .gitignore file.

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

**Project #8: Final Post Mortem Presentation (100 points)**

By now, you spent a lot of time designing, building, playtesting and iterating. You saw two game projects from initial idea to a playable prototype. Whether they still need work or are pretty much what you wanted them to be, you’ve come far!

This final assignment is a post mortem. “Post mortem” means “after death”. Your final project is over (dead) – and soon this class will be too – and now it’s time to reflect and evaluate one last time.

**Each team is required to prepare a 12min ppt presentation that covers the following** (but please feel free to find your own structure to present your insights as long as you include all of the sections listed below.)

* 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
  + Briefly describe how the game was changed to fix each issue
* Lessons Learned - Reflecting on everything you and your team did to develop your final team game and the final project as a whole…
  + What are 3-5 things that went well?
  + What are 3-5 things that you would do differently next time?
  + What was the most valuable lesson / insight?
  + 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 final presentation as a pptx or pdf file**. There will be a separate place on Canvas to submit this final presentation, separate from the final report. So, each team will submit **a final report** and **a final presentation**.

Grading for the final 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