Waiting on the Beat Playtesting Report

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I. Introduction

The goal of playtesting is to have users interact with our product and to utilize their feedback to improve the product. Our group chose 6participants to run through our alpha and give feedback. The playtesting had three components the evaluator followed; we first introduced the product to the player, then we observed the player engaging with the game and transcribing their comments, and finally we had players answer specific questions.

II. Playtesting Script

To remove biases from our results it's important to follow a script to ensure that all players are introduced to the product in the same way. The final script follows this principle while avoid "hand holding" with the player. The way we compromised these two principles was by thinking about what information would be given to the player in a finished product.

- Our group has been working on a game called Waiting on the Beat
- It's a rhythm game, so you have to hit the arrow keys to the beat of the music
- There's a helpful visual component that should help you keep the beat at the bottom of the screen
- Use the arrow keys to control the movement.
- The goal is to take orders, get food from the bar, bring the food to the customer and collect money.

- Here's where the bar is to submit orders and here is where you get food.

Text requiring further explanation[1].

III. Observation

From observing we received a bunch of criticism

IV. Post Gameplay Questions

After the player was finished engaging with the game we asked several questions to attempt to get more clear constructive feedback and locating issues with different users.

- How much experience do you have playing games?
- How much experience do you have with rhythm games?
- Do you have any experience playing a musical instrument?
- Was there anything that frustrated you?
- What changes would you suggest to improve the game?
- How difficult did you find the game?
- How intuitive did the controls feel?
- What did you like about the game?
- What did you not like about the game?
- What changes would you suggest we make to the game?

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[1]Example footnote