

“Brainf!zz” Playtest Report

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Intro

This report summarizes the findings of the recent playtesting of Brainf!zz. The playtest involved people from inside and outside of the class, some being more experienced gamers than others. The primary goal was to figure out what exactly was fun and what was not, the secondary goal was to understand which parts of the controls were difficult to use.

General Feedback

It seemed that a lot of the things that were enjoyed in the game were visuals, the weird things scattered all over equated to a visual experience. That being said; the weird visuals also made everyone a bit confused on what to do. Some suggestions that were given were to do with there being more 3D models on the map due to vast amounts of empty space. The story direction also wasn't really clear and one person even thought that the enemies were invincible when they were hitting friendly NPCs.

Questionnaire Feedback

The post-playtest questionnaire revealed the following key insights:

Were combat mechanics straightforward? **Yes.**

Were the animations visually appealing? **Yes.**

Likes/Dislikes about the animations? **Wiggly hands were enjoyed, although some were glitched (see through sprites, NPC gravity wasn't working)**

Were weapons necessary? **Not right now**

Does the experience of the dialogue appeal to you? **Ratings ranged from 2-4.**

Did you connect to the characters in terms of immersion? **Rated 3 among all playtesters.**

How would you rate the experience of movement options? **Ratings ranged from 2-5.**

How would you rate the fluidity of movement? **Playtesters rated 3 mostly but some rated 5.**

How helpful was the tutorial? **Ratings ranged from 4-5.**

Were controls easy to understand? **All playtesters found them intuitive.**

Thoughts on the quest system? **Not enough quests/in-depth quests.**

Was completing a quest satisfying? **Ratings were medial.**

What I changed

Below are the things I individually changed, other parts were changed by the other developers, but overall, all feedback was met with change.

1. During this playtest you were still able to move during dialogue, so I adjusted that so that you could not move.
2. I overhauled the dialogues with the help of someone we had working on the story.
3. The movement seemed well regarded so after some thought, it remained unchanged at its core.