

Playtest Insights & Questionnaire Results

First Round of Playtests

Date: 15/03/17

Build: 'Prototype_17_03_15'

Build Available at:

https://github.com/UoSGamesGroups/second-semester-s2-level-4-5-group-9/tree/master/Standalones/Prototype_17_03_15

Build Description:

Build from near the end of sprint 6, doesn't yet have a win condition or the block mechanic implemented, But is mostly functional and serves well as a test with just the catch mechanic.



Notes: This was a impromptu round of play testing done in the games design labs, with me playing against the subject. As I wanted to build a better idea in my mind of how the game feels to play, while gathering the perspectives of other students.

Playtest One

Playtest Footage:

https://drive.google.com/file/d/0B_ZHkAG62QhCREV1OXZoeHFvSFU/view

Demographic:

Early twenties male, third year game design student, self professed "Huge fan of twitch skill based competitive games"

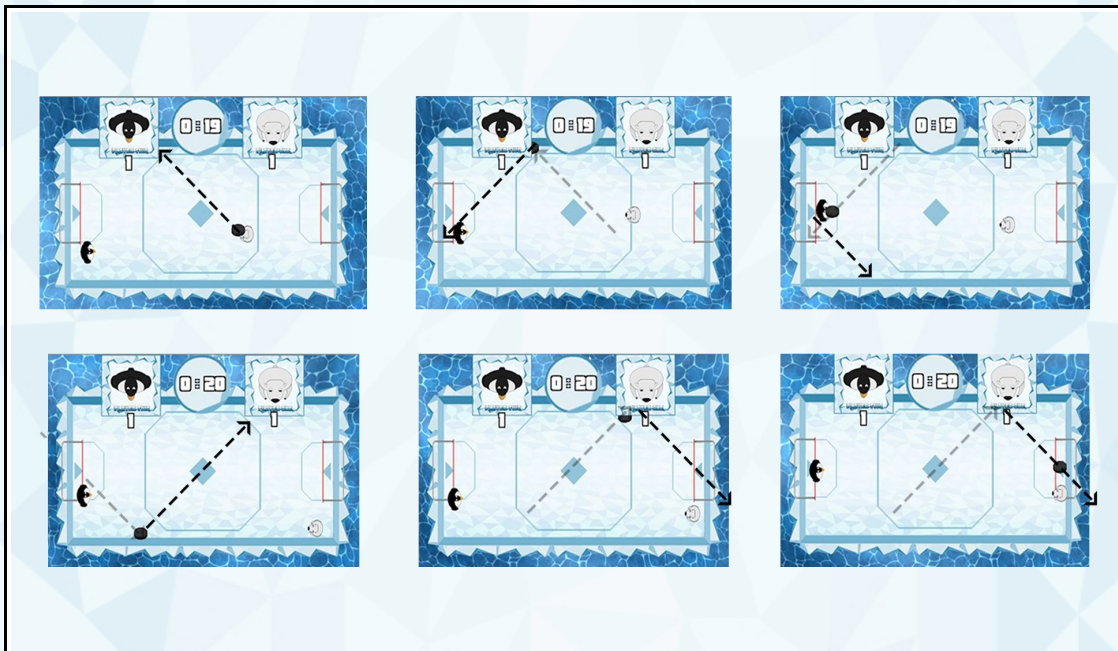
Playtest:

Play tester played as Player One on the left side of the screen, while I played as player two.

Unfortunately I did not have the questionnaire on me at the time, so most accounts are from memory and from re-watching the footage.

For this test I decided we'd play first to **5 goals**, the match duration was **1 minute and 11 seconds**.

Play started out aggressive, with both of us trying to take advantage of ricocheting the puck off the top and bottom walls. Until the end when play turned more into mind games and bluff throws to beat the other player.



Playtest Two

Playtest Footage:

https://drive.google.com/open?id=0B_ZHkAG62QhCemFGUzgwTlIhT1k

Demographic:

Early twenties female, second year game design student.

Playtest:

Play tester played as Player One on the left side of the screen, while I played as player two.

For this test I decided we'd play first to **10 goals** this time, the match duration was **3 minutes and 38 seconds**.

This match started with bluffing, and playing mind games from the start, with a few own goals and silly mess ups. **Player suggested having the puck movement stay slower for longer and gradually build up with the rally**, as a lot of the early game also involved us failing to catch the puck as it bounced around us.

Gameplay did feel tense, especially toward the end of long rallies, and goals were often accompanied trash talk or celebratory cheers.

Often there'd be a goal after straight after another, as one player would be too busy celebrating, feels like we need to lengthen the gap between a goal being scored and kick-off.

Could do a "3.. 2.. 1.. Go.." count down for kick off as seen in games like **Rocket League** and **Trials Fusion**. As well as giving players a chance to get ready for kick-off, it also has the possibility to help build up tension before the start of that round.

Otherwise this Playtest also went really well. The game seemed to be eliciting **social fun** and **Zen focus**, as well as a nice level of uncertainty.

Questionnaire follows...

Questionnaire

Name: Courtney Pearson

1. What were your overall thoughts on the game?

- Enjoyed the game
- Very focused
- Strong art assets , links with their theme (snow , penguins and polar bears)
- Calming background with a chaotic foreground
- Zen focus

2. What were your thoughts on the gameplay?

- The ball needs to be a little slower as sometimes it was hard to catch it.

3. How easy did you find learning the basic of the game?

- It was very easy to learn after one round
- I instantly knew how to move around the platform
- I knew what character i was , i didn't get confused at any point

4. How clear was the objective of the game?

- As soon as i saw the opposite player i knew the objective was to get my ball in their goal.

5. How would you describe this game to someone who has never played it before?

- Competitive Face down 2D game made for two players, each player needs to score as many points as they can in 2 minutes. The game is Pong , air hockey in a winter setting and you get to play as a polar bear or a penguin.

6. Now that you've played the game is there any information you have now that would have been useful before starting?

n/a

7. Was there anything you didn't like about the game?

n/a

8. Was anything confusing?

- No stop asking me questions :)

Playtest Three

Playtest Footage:

https://drive.google.com/file/d/0B_ZHkAG62QhCQINjcFVaZS1kNlk/view

Demographic:

Early twenties female, Art Masters Student, doesn't usually play twitch skill based games.

Playtest:

This time I played as player one, and the play tester as player two.

For this test, we played first to **10 goals**, and the match duration was **1 minute and 30 seconds**.

For this match I decided to take it easier as I'd now gained more experience in the game and the play tester doesn't usually play twitch skill based games.

We still had fun playing the game, and the play tester seemed to pick up the basic of the game play fairly quickly, but was hindered by playing on a keyboard.

We could look into using Unity's 'Input Manager' to add controller support to make the game less cumbersome to play and also open it open to more platforms in the future. In addition to getting a build on to the arcade machine.

Questionnaire follows...

Questionnaire

Name: Sarah

What were your overall thoughts on the game?

Fun!

What were your thoughts on the gameplay?

Hard to play on keyboard might need controllers

How easy did you find learning the basic of the game?

Very easy once I knew the keys to press

How clear was the objective of the game?

Very clear because of the game play is familiar.

How would you describe this game to someone who has never played it before?

Fun! Two player game that draws the viewer in with fast place game play.

Now that you've played the game is there any information you have now that would have been useful before starting?

No I got all the information a needed.

Was there anything you didn't like about the game?

It was quite hard to catch the ball

Was anything confusing?

At the beginning the keys where confusing but as soon as my hands where in the right place, super easy.