

Playtest Insights & Questionnaire Results

Second Round of Playtests

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.



Playtest One

Demographic:

Late twenties males, second year games design student

Playtest:

For this playtest we decided to play first to 10 goals, the match had lots of occasions where the disk would get stuck in loop that neither of us could catch.

Date: 19/03/2017

Notes: This playtest was done with the build before the waves were slowed down.

Questionnaire

Name: Matt

- **What were your overall thoughts on the game?**

theme appears cohesive as a whole.

very fast gameplay

background waves were distracting, needs to be slower.

- **What were your thoughts on the gameplay?**

keyboard controls were a bit awkward, too clustered

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

Really easy

- **How clear was the objective of the game?**

Simple and clear to understand

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

Advanced pong

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

How long can you hold the puck?

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

Puck getting stuck in predictable loops and being difficult to grab.

Lack of feedback when grabbing and releasing puck.

Feedback when scoring

Maybe add a countdown to when the ball is put back into play.

Could add a variable so the longer you hold the puck the less power it has, this could force the player to not stall gameplay.

- **Was anything confusing?**

Could add colour highlights to opposing sides of the play area,

Show player characters playable area more clearly (rocket league blue v orange)

Playtest Two

Demographic:

Player One and Two, early twenties female, first year games design student.

Playtest:

Again we decided to go first to 10 goals. This was the **first playtest I've completed without being one of the players**. Unfortunately the playtest capture footage corrupted for this playtest.

Date: 20/03/2017

Player One Questionnaire

Name: Alice

- **What were your overall thoughts on the game?**

Good fun and laughed a lot

- **What were your thoughts on the gameplay?**

I only used the up and down arrows which made it easier

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

It was very easy

- **How clear was the objective of the game?**

Very clear

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

Funny, very casual and easy to learn

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

No

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

Sprite just disappeared instead of moving into the goal, looks glitchy

- **Was anything confusing?**

No

Player Two Questionnaire

Name: Beth

- **What were your overall thoughts on the game?**

I really liked the game, caused a lot of laughter

- **What were your thoughts on the gameplay?**

I liked the gameplay, it was a bit chaotic but that's what made it fun

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

It was very easy to learn, only took me a few seconds to get used to it

- **How clear was the objective of the game?**

It was very clear

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

Funny, easy to play, chaotic

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

No, everything was fairly self explanatory

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

I lost and it made me sad :(

- **Was anything confusing?**

The fact that I didn't win even though I tried my very best :(

Playtest Three

Playtest Footage:

https://drive.google.com/open?id=0B_ZHkAG62QhCYXlsczllZjNOa3M

Demographic:

Player One: 19/20 year old male, first year games design student.

Player Two: Early twenties male, first year games design student.

Playtest:

Again we decided to go first to 10 goals.

Player One Questionnaire

Name: Bailey

- **What were your overall thoughts on the game?**

The game felt unresponsive at time when moving though it was very fast paced whenever the puck was pushed around.

- **What were your thoughts on the gameplay?**

The gameplay seemed to work well whenever the players could actually catch the puck, however, there were some times in the game where the puck would move back into the players own goal.

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

The controls were easy enough to understand quickly and get a hang on how to play the game.

- **How clear was the objective of the game?**

The objective of the game was pretty clear from the start, with most games similar to that having a similar goal to win the game.

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

I would describe it as a game quite similar to pong, but the players can actually move around the map that they're on to give more freedom of choice.

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

No.

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

There didn't seem to be much of a choice in the way that you could choose how powerful your shots were.

- **Was anything confusing?**

Not exactly, though it did take me some time getting used to how to catch the puck and then release the button to shoot it back at the opponent.

Player Two Questionnaire

Name: George

- **What were your overall thoughts on the game?**

Game was fast paced but at times felt unresponsive.

- **What were your thoughts on the gameplay?**

Fluid and fast.

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

Not an overly complex game so it was easy to pick up and play.

- **How clear was the objective of the game?**

Very clear, almost instinctual.

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

Like pong but with an arctic skin.

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

No, it was pretty well explained before hand.

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

There was no way to adjust the power of the throw.

- **Was anything confusing?**

There was no indicator to let you know if you actually had the puck or not. At times, it took a couple of moments to figure out that no, the opponent hadn't scored and that instead I had actually caught the puck.