

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: 19/02/2017

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 didnt 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)

