# Milestone 3, Friday, November 24th, midnight

***Submission Requirements:***

* Playtest questionnaire, answered and converted to PDF format.
* Video screen recordings (MP4 format) of current state of project playtests for reference with narration:
  + At least 3-5 unique playtest players.
  + Video should be no longer than 5 minutes.

# Playtest Feedback Questionnaire:

### Previous Milestone-Based Questions:

Reflect on the last milestone and the “Work Next Sprint” questions at the end of the document when completing the next 4 questions…

1. What GAMEPLAY related tasks did you focus on AND complete for this round of testing?

This round of testing focused on a gradual progression and puzzle pacing from the last milestone. I feel like this was generally complete. There were a couple of levels at the end that were not quite as refined and there was a massive jump in difficulty that wasn’t present in the levels before it. These levels were included to get player feedback on the levels. The difficulty of these levels is currently being addressed.

1. What GAMEPLAY related tasks did you miss or choose to not complete for this round of testing? Why?

Chose not to complete any tasks in relation to the UI functionality. This is because the UI came in initially as a sprite, so I made a bunch of hacky code to turn the sprites on and off in game. This was temporary, as I was waiting for the artists to change the UI over to a canvas for better control in code.

The other thing that I chose not to complete for this round of testing was the story levels. These were not included because I was busy trying to design puzzles that were playable for the player to experience. The story levels are rather straightforward and a bit on rails, so I don’t think we missed much in terms of feedback for this round.

1. What ART related tasks did you focus on AND complete for this round of testing?

Mainly just a lot of pushing all the art in that we had been working on during the previous milestone, along with UI design. So, the main animations are tied into the game mechanics and UI currently works. Now, we are focusing on additional tidbits that need to be added and making minor adjustments to what we already have.

1. What ART related tasks did you miss or choose to not complete for this round of testing? Why?

Nothing has been shelved yet!

### General Playtest Questions:

1. What did your players enjoy the most? What was the most successful element(s)?

I think the players enjoyed the puzzles the most. They had positive reactions to solving puzzles and also being pulled into a magnet. Most successful elements were our level pacing up until the jumpscare that is level 12. When reaching level 12, most players experienced frustration and a sense of overwhelm.

1. What did your play testers struggle with or find confusing? How will you address this?

Players struggled with the readability of a couple levels. Level 8 is probably the best example of this. Lots of players thought the level was unfinished and were unsure what they were supposed to do in order to solve it. We will try to address this by adding more sprites for the pressure plates so that it will encourage a specific behavior from the player in order to meet the weight requirements of the pressure plate. Another adjustment will be with the level itself. We will adjust the level to subconsciously push the player towards solving the puzzle through level design.

### Gameplay Questions

1. Has gameplay engagement or “fun” improved? Why or why not?

Yes, the engagement of the game and the fun have improved from the last playtest. The game is longer and the puzzles are more well thought out. This makes it so the player spends more time in each level and feels more determined to complete the puzzles.

1. Are the rules of the game clear and concise to the player?

Yes and no. I tried to design puzzles that would introduce new mechanics to the players gradually. Then, follow those up with puzzles that would test the player’s knowledge of those mechanics. When following this structure, the players did not struggle to find the solution of the puzzle. The problem existed when this formula was not followed for level 12. This level was overwhelming because it introduced too many new elements that the player had not yet seen.

1. Are there changes needed to improve the clarity of the mechanics or systems?

Yes, right now players are confused about how much weight is required to press down a pressure plate. We are going to make more sprites to try and convey this better.

1. What can you do to simplify and focus back on the core loop?

I think our core loop is established at this stage. The best thing for us to do now, is to polish the game up and therefore put more attention on the core loop through polish.

### Art Questions:

1. Have the visuals improved? Why or why not?

Certainly! After all, our first milestone was just filled in with placeholder sprites. Now, most things are implemented, and the art style is cohesive and fun. It really does look much more polished than before.

1. Are colour changes needed? This could include reasons of visual clarity, direction of the players eyes, accessibility, or symbolism.

So far, we haven’t run into too many issues with visual clarity when it comes to actual in game elements. However, there were some issues regarding UI clarity that needed fixing. For example, the battery can be placed differently to prevent it from blocking some of the game elements on certain levels.

One thing we might need to consider is the red color of the magnet. Some play testers mistake it as a hazardous object that they need to avoid.

1. What animations are needed to improve gameplay? Is it related to player/NPC motion and movement, gameplay “fun” factor, both?

A push animation was added on to the robot to make it look like the poor thing wasn’t ramming head first into the item it was pushing.

Animation was made for when the bot is in a magnetic field.

1. Are there other visuals that will help to finalize the look? Can you make a priority list of “must haves” and “nice to haves?”

Must have:

* Any new puzzle related items that we come up with in that time (if reasonable)
* Story items (keys, bodies, UI design for logs, and information the player gets, background elements)

Nice to haves:

* Foreground assets to provide a bit more depth into the game.
* We might add some visual effects such as screen shake (undetermined)
* Smoother scene transitions and animations to go with it.

### Work Next Sprint:

1. What tangible tasks can I complete by the next milestone that will make this game more fun/interesting/clear/engaging and address one or more of the gameplay problems encountered above?

* UI will be more clearly readable.
* We’ll have a working title screen in.
* Levels and art will be more polished.

1. What specific art changes will you implement before the next milestone and how will they improve the clarity and immersion?

* 2D lighting will be added by the next milestone to add just a little bit more ambience.

Logo

Description automatically generated with medium confidence

**Group Game in Unity Game Studio 1**

**Milestone 3: DMMT-3010**

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| --- | --- | --- | --- | --- | --- |
| **Criteria** | **0-4** | **5-6** | **7-8** | **9-10** | |
|  |  |  |  |  |  |
| **Game Artistry** | The look of your game either did not match your mood board or was inconsistent | The look of your game broadly matches that of your mood board but there were some minor visual inconsistencies | The look of your game matched that of your mood board and was consistent | Proficient, plus the aesthetic of your game was incredibly well executed and professionally polished | |
|  |  |  |  |  |  |
| **Engagement** | The game is not fun to play – it is confusing, unappealing to look at, broken or non-functional, or has a visual style which is unappealing and inconsistent. | The game is largely not fun to play. While there are elements of it which could be considered engaging and fun, the game is harmed overall by poor implementation. | The game is engaging. It is reasonably fun to play, the visual design is mostly consistent, and it is competently programmed. | The game is extremely engaging. It is very fun to play, blending strongly realised game mechanics with a consistently appealing visual design and solid programming. | |
|  |  |  |  |  |  |
| **Gameplay** | The game’s goals are not clearly defined, not achievable, the objective of the game cannot be determined, or the gameplay is nonsensical and unfinished. | The game’s goals are reasonably clear, but there is some confusion around the purpose and method of play that the game uses. | The game’s goals are mostly clear, but there are some elements of play that are confusing, unfinished, or do not easily correlate with overall game objectives. | The game’s goals are clear, focused, and players can easily understand how the game is meant to be played. Game mechanics are professionally designed. | |
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| **Playtest & Questionnaire** | Play testing was not possible due to consistent issues with your builds. | A play testing session was held, but feedback was not gathered from participants in a structured manner. | A play testing session was held, and structured feedback was submitted as part of a Play Testing Feedback Document. | Structured play testing feedback was submitted as part of a Play Testing Feedback Document, along with an organized / prioritized version of the feedback. | |
|  | **0** | **1-2** | **3-4** | **5** |  |
| **Video Presentation** | Video is missing **or** of poor quality and does not indicate reflection on gameplay or planning for next stage | Video is of poor quality and lacks in clarity in reflection on gameplay or planning for next stage | Video production is high quality & well edited, **and** video content indicates ones reflection on planning and direction | Video production is high quality **and** video content indicates one’s reflection on planning and direction. *Extra point for clean editing, removal of video/audio errors, and/or addition of titles* | |
|  | **0** | **1** |  |  |  |
| **Submission Requirements** | Not all files submitted, naming and/or organization needs work | Files submitted correctly and naming and organization is correct |  |  | |
|  |  |  |  | **TOTAL** | **/46** |