

## Game Playtesting for Space chase

### Using ps5 controller/ keyboard for tests

The other player the playtesters played against was me (Patrick Le)

#### Playtester 1:

What aspect of the game was confusing to you?

- Taking control as ghost

What parts of the gameplay/level design did you find to be hard?

- Nothing

What main part of the gameplay loop did you find fun/like?

- PvP was fun, the ending deathmatch was a nice touch to the gameplay. Grabbing and dashing felt very responsive on the controller.

How did the player controls feel?

- Keybinds for the keyboard felt cluttered at times (controller was perfect!!!)

How was the player/map visibility?

- Map visibility was good. Ghost visibility can be somewhat hard to track at times. Enemies felt like they were clustered together

How do you feel about the pvp aspect?

- Gives the game replayability

What main thing would you like to add/improve on?

- 4 player multiplayer and power ups

#### Playtester 2:

What aspect of the game was confusing./off to you?

- The grabbing felt off to me. Like I felt I wasn't able to land most of my grabs on the other player.

What parts of the gameplay/level design did you find to be hard?

- The movement. It took me a while to figure out you could dash in the air and in any direction. So with my first playthrough I died a lot

What main part of the gameplay loop did you find fun/like?

- Playing against the other player was fun. The animation when you grab the other play is so funny and satisfying when you throw them into spikes

How did the player controls feel?

- They felt off to me. Having a non dedicated jump button did not feel good. Jumping up on the stick was hard since it was harder to jump left or right.

How was the player/map visibility?

- Looked fine to me and the animations were good.

How do you feel about the pvp aspect?

- It was definitely fun to play and adds a lot of replayability

What main thing would you like to add/improve on?

- It would have been cool to add items for the players to use on the map to spice up gameplay

### **Playtester 3:**

What aspect of the game was confusing/off to you?

- The movement controls did not feel that good and it made it hard to do certain jumps

What parts of the gameplay/level design did you find to be hard?

- There were some sneaky traps placed. So when I was pushing on forward and speeding up the camera, I had little time to react to any traps that were in my way

What main part of the gameplay loop did you find fun/like?

- I feel the grabbing and throwing of the players is very funny and very satisfying

How did the player controls feel?

- Some of the keybinds for the controller were not comfortable. I would much rather have the jump be on the X or O on the controller. Also grabbing should be on the right trigger instead of the right bumper. Since that's how my hand naturally holds the controller

How was the player/map visibility?

- Looked pretty good for the most part. I would say the grabbing animation is not that noticeable
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How do you feel about the pvp aspect?

- Great addition to the game. Especially when you throw the other player into spikes or into lava.

What main thing would you like to add/improve on?

- I would change the controller binds since it made the experience harder

### **Playtester 4:**

What aspect of the game was confusing to you?

- Was unsure how many times you could die and what type of interactions you could have with the other player. Also I was very confused the first time I died since I did not know you could become a ghost.

What parts of the gameplay/level design did you find to be hard?

- I thought the difficulty of the level was not too hard. Although there are some spikes that are annoying.

What main part of the gameplay loop did you find fun/like?

- Yes it was very fun. Especially the ending part where you just have to fight the other player and throw each other off. I also like the ghost part since you can pick your place to respawn on the map.

How did the player controls feel?

- They felt fine to me and I was able to pick them up

How was the player/map visibility?

- Looks good to me.

How do you feel about the pvp aspect?

- Felt pretty different and pretty cool. The grab mechanic is very fun to play with.

What main thing would you like to add/improve on?

- Maybe add a timer/ indicator when the ghost timer on the player is going to end. I noticed there is an animation when the player spawns but there is no animation right when the ghosting ends so that would be nice to add.

### **Playtester 5:**

What aspect of the game was confusing to you?

- I didn't really get what the main win condition was. Also I didn't know what the two bars at the bottom were.

What parts of the gameplay/level design did you find to be hard?

- Some jumps are hard to do

What main part of the gameplay loop did you find fun/like?

- The pvp I really liked the grabbing and throwing of the opposing player is super fun.

How did the player controls feel?

- Felt pretty good to me

How was the player/map visibility?

- The visibility was okay. One of the players being blue on a blue background is kinda hard to see tho. So maybe changing the colors of that player would be good.

How do you feel about the pvp aspect?

- It was fun I was too preoccupied with throwing the other player off the map or into spikes I would often kill myself in the process.

What main thing would you like to add/improve on?

- At the end of the charging stations it would be good to add a progress bar to know how much energy each ship had. Also a stat screen would be cool to show at the end. Like how many times the player was thrown off the map.

### **Playtester 6:**

What aspect of the game was confusing to you?

- I didn't know that there was directional dashing until midway through the game, but besides that, it was pretty good to play.

What parts of the gameplay/level design did you find to be hard?

- Respawning was not the best if anything. It would be better if it was like super mario wii where you respawn in a bubble or in a cloud – with like 2-3 invincibility, or at least not spawning inside a wall.

What main part of the gameplay loop did you find fun/like?

- The combat/movement felt pretty good. The grab mechanics felt pretty snappy and responsive.

How did the player controls feel?

- Player controls felt good, felt pretty standard. I like that there were options for both playing on keyboard and on controller. Jumps felt pretty standard and not too floaty, movement and movement speed felt roughly the same.

How was the player/map visibility?

- Player map and visibility was fine, standard. No minimap was needed for the game so it was fine. I didn't notice that there were any items though.

How do you feel about the pvp aspect?

- The pvp aspect felt good, grabs felt nice. The dash attack was also pretty nice, didn't feel like I could get stun locked in it easily.

What main thing would you like to add/improve on?

- Respawn mechanics are the one thing I'd really improve but otherwise, looks and plays decently polished.

### **Playtester 7:**

What aspect of the game was confusing to you?

- Win condition was very unclear

What parts of the gameplay/level design did you find to be hard?

- Some the jumps were hard to hit

What main part of the gameplay loop did you find fun/like?

- Trying to grab and throw opponent off

How did the player controls feel?

- Player controls feels smooth

How was the player/map visibility?

- Visibility was better and easier to see player models, was hard to see progress bar at the bottom of the screen.

How do you feel about the pvp aspect?

- Good aspect to the game but no incentive to use it, more focused on trying to hit the jumps

What main thing would you like to add/improve on?

- A storyline would be something interesting to add.

### **Playtester 8:**

What aspect of the game was confusing to you?

- The ghosting part was a little confusing and took a few tries to get used to.

What parts of the gameplay/level design did you find to be hard?

- It was hard to stop ghosting in the wall.

What main part of the gameplay loop did you find fun/like?

- I liked the platforming part of the game

How did the player controls feel?

- I would rather have the dash control be pressed spacebar another time after jumping for the wasd controls.

How was the player/map visibility?

- The map visibility was good, but the left side of the screen too crowded because of the monsters.

How do you feel about the pvp aspect?

- Getting more gas cans than the other player is a good concept.

What main thing would you like to add/improve on?

- Have a short and skippable controls and rules/goals cutscene during the loading screen because I clicked start and did not look for the controls.

### **Playtester 9:**

What aspect of the game was confusing to you?

The game didn't keep track of collectables. Therefore, I can't assess how well I was doing as the game progressed. Also the power up in this games were confusing as to what they actually did.

What parts of the gameplay/level design did you find to be hard?

- There were some tricky jumps to collect some of the gas cans/collectables.

What main part of the gameplay loop did you find fun/like?

- I like the dash mechanic. It felt like I had a lot of control in the air and it felt rewarding using it to collect gas cans.

How did the player controls feel?

- The movement in this game was really fun to control in. I felt like I had full control of the character and the controls felt very responsive while alive.

How was the player/map visibility?

- I thought that the player visibility was perfect. I never got lost with where my character was.

How do you feel about the pvp aspect?

- I like the idea of collectable collecting PVP game. It rewards good movement. There were sections of alternate paths to collect different set of gas cans, but I they're more frequent. Also grabbing is a good concept of sabotage. It felt skill based in terms of the PVP.

What main thing would you like to add/improve on?

- I wish that I can control when I respawn as ghost. Also the transitions in controls between the ghost and human form felt a bit janky.

### **Playtester 10:**

What aspect of the game was confusing to you?

- The gameplay was pretty intuitive, but I felt the controls on the keyboard didn't feel intuitive.

What parts of the gameplay/level design did you find to be hard?

- I thought that the level design was fairly easy, but I liked that the difficulty mostly stemmed from how good the other player was.

What main part of the gameplay loop did you find fun/like?

- I liked how when the map progressed, there were many routes that you could take instead of just one path.

How did the player controls feel?

- The player controls for one player felt fine with wasd as the movement inputs, but for the other player, it was impossible to play on a keyboard without arrow keys.

How was the player/map visibility?

- The map and player visibility was great. The colors of the players stood out well, and the size of the map on the screen was just right to not feel too big or too small.

How do you feel about the pvp aspect?

- The pvp aspect was interesting and unique. It made the game feel similar to that of a party racing game like mario kart, where it is essentially a race, but with the gameplay of a platforming game.

What main thing would you like to add/improve on?

- I think the main thing would be for the controls to be more comfortable on the keyboard.

**Playtester 11:**

What aspect of the game was confusing to you?

- I thought that it was pretty straightforward. Nothing confusing at all

What parts of the gameplay/level design did you find to be hard?

- I really liked the movement of the characters, however I felt like I would want to get better at it since it was difficult jumping onto certain platforms after playing the game for the first time

What main part of the gameplay loop did you find fun/like?

- I felt like the art was very cool and the game overall was quite fun

How did the player controls feel?

- The player controls felt very smooth and I really enjoyed the movement

How was the player/map visibility?

- Map and visibility was great

How do you feel about the pvp aspect?

- The pvp was the most fun part that added a different twist onto the game

What main thing would you like to add/improve on?

- Maybe more interactive ways to pvp like weapons or even more power ups