Guudo

OMNI

Contents

Version History

Version 1.0

Added:

Base foundations to documentation. All important details should be carefully read to attain accurate details.

Sections Added;

- Version History
- Play Test Sessions & Responses
- Outliers & Unexpected Responses
- Team Response and Iterations
- Conclusion

Version 2.0

Added:

Result charts for all play test sessions and conclusions

Play Test Sessions and Responses

Play Test Session 1

Responses & Team Implementation

A total of 10 play testers took part in this testing process.

Questions	Responses	Team Implementation
Did you finish the maze?	**Finished the Maze** 40% 60% ■ Yes ■ No	Looking into a simpler design that utilizes both shrink and grow mechanics
Did you find much difficulty getting through?	1. A little 2. No, it was easy 3. No 4. No 5. Yes 6. Yes without landmarks it is difficult 7. Yes everything looked the same. 8. No 9. Yes 10. No	Looking into a simpler design that utilizes both shrink and grow mechanics

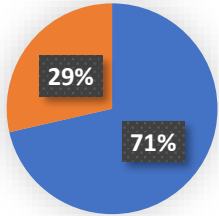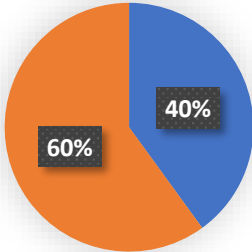| Did you have any comments about the maze?	1. Needs landmarks, the ones that are in place aren't helpful at all, they cause more confusion 2. More landmarks 3. Some texturing on the walls just to see where you are 4. No. when there's more detail it'll be better 5. More landmarks 6. Change landmarks its confusing 7. Landmarks needed 8. Don't make the maze go right, it's a predictable pattern 9. No its good 10. No	Implement useful landmarks and texture the maze. Having known locations are important in mazes.

Conclusion

Most players had completed the maze in less than 2:30 minutes on average par, however majority of play testers stated that their experience was impacted by the lack of useful landmarks to guide them to a suitable exit. Players had a common tendency of getting lost along the way, more than once. Looking into the common area will likely improve this common issue and will improve the maze's overall experience during gameplay.

Play Test Session 2

Responses & Team Implementation

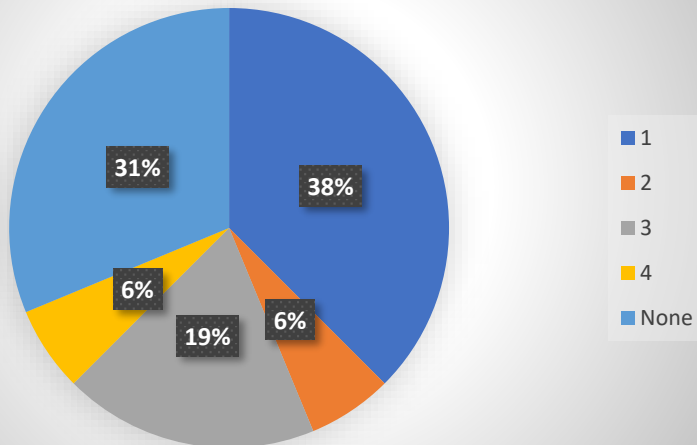| Questions	Responses	Team Implementation
Is the player enjoying their play experience?	**Enjoying: Player Experience** 40% / 60% ■ Yes ■ No	NA
Is the player controller smooth?	**Character Controller Feel** 30% / 20% / 25% / 25% ■ Whats the point in middle size? ■ Yes ■ No ■ Heaps of Air time	Implement player balance changes to improve un-easy player settings

Can they start and finish the level?	**Could they finsh the level?**	Make game objective clearer
Do they understand the objective?	**Understanding the Objective**	Make the game objective clearer

Conclusion

Majority of play-testers during this session understood how to get from the start of the game to the end of the game. However, they didn't understand fully what they were doing during their time of gameplay, the objective wasn't overly clear to them as to why the low collection rate of items. Researching a suitable way to include a reminder of what the players objective is during gameplay the less likely this issue will reoccur.
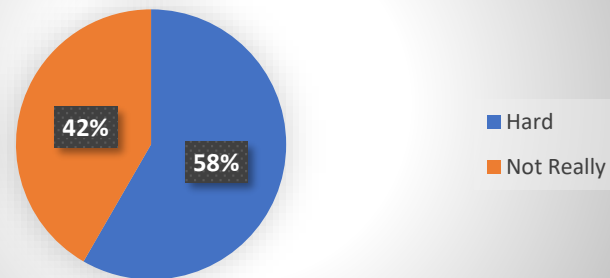
Responses & Team Implementation

QUESTION	RESPONSES	TEAM IMPLEMENTATION
How many items did you manage to get during the play-through in the jungle level?	**Items Collected** 1 — 38% 2 — 6% 3 — 19% 4 — 6% None — 31%	Find/implement better ways for players to collect items with less difficulty

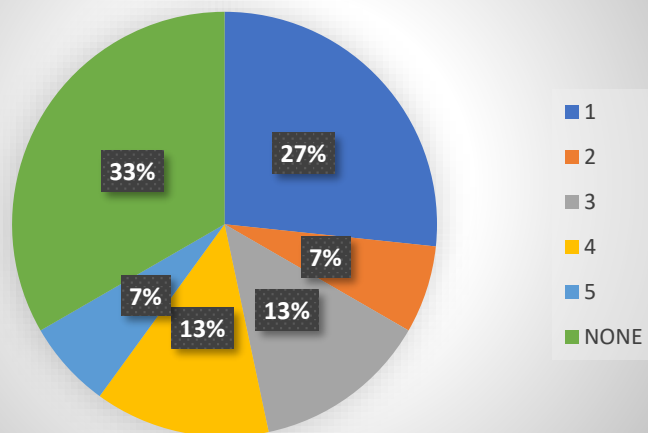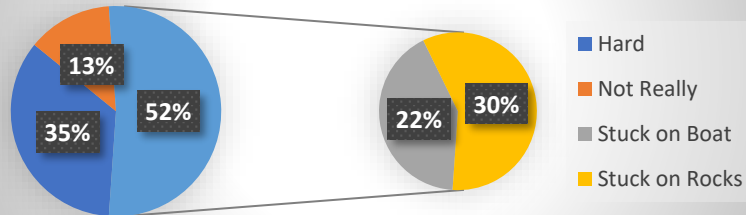| Did you find the platforming difficult?	**Difficulty**	Make the platforming easier, remove buggy collision boxes
How many items did you manage to get during the Caribbean?	**Items Collected: Caribbean**	Make the Caribbean level easier to platform and place items in better thought out positions

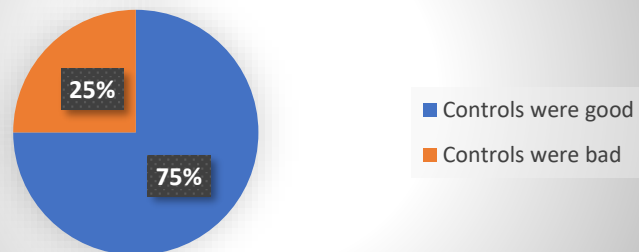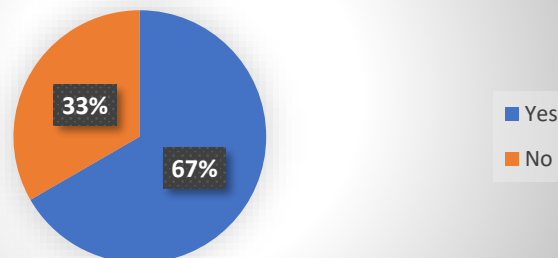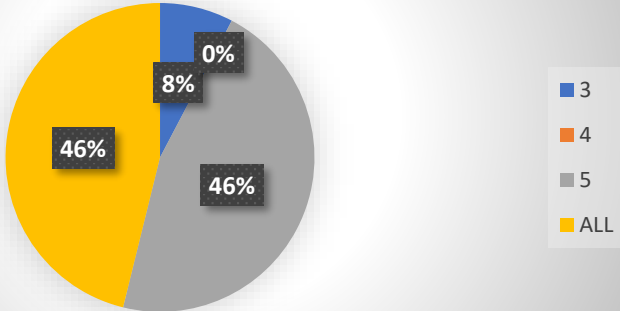|			
Did you find the platforming difficult, if so where?	**Difficulty: Caribbean** 13% 52% 35% 22% 30% ■ Hard ■ Not Really ■ Stuck on Boat ■ Stuck on Rocks		Make the Caribbean level playable by play testing platforming and fixing platforming assets to be flat not curved
With the adjustments to Guudo's controller is there anything you didn't like? Why?	**Guudo Controller** 25% 75% ■ Controls were good ■ Controls were bad		Adjust air time again.
Did you enjoy playing with a controller?	**Gameplay with Controller** 33% 67% ■ Yes ■ No		N.A

| Did you find any bugs? If so what was it? | Bugs | Look for bugs and fix them ASAP |
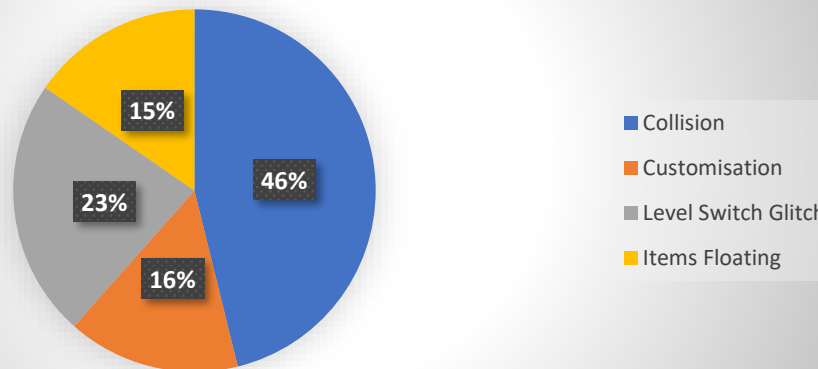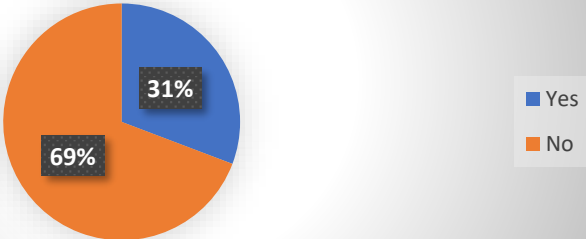
Bugs

- Collision — 46%
- Customisation — 16%
- Level Switch Glitch — 23%
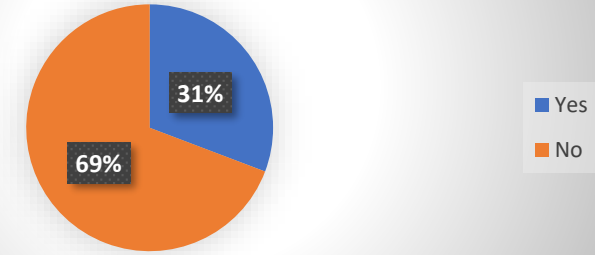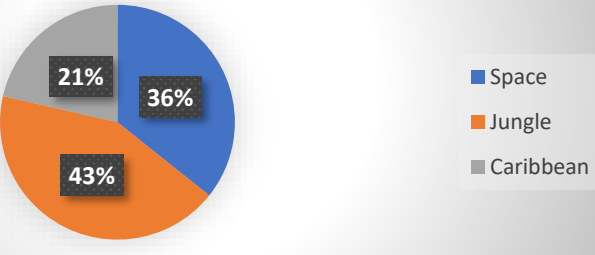- Items Floating — 15%

Conclusion

During this play test there were a lot of bugs that were discovered and had made the most important in terms of repairing and testing before hosting the final play test session, players do enjoy playing with a console controller during their gameplay however after running into a common issue with in-game collision on items immersion was lost, hence the large amount of notes on collision. Additionally, there are assets in scene that are floating that have been noticed by testers, by fixing these minor issues swiftly it will avoid all chances of these issues being brought to light a second time.

Responses & Team Implementation

QUESTION	RESPONSES	TEAM IMPLEMENTATION
Tutorial: How many items did you collect?	**Items Collected** 0% 8% 46% 46% ■ 3 ■ 4 ■ 5 ■ ALL	Add particle effect to make item stand out even more
Did you get a perfect score?	**Perfect Score Achieved?** 31% 69% ■ Yes ■ No	Make the customization screen/ game objective clearer

Did you find difficulty using the customizer feature found at the end of each level?	**Customiser Difficulty**	Look into what is causing players to not score 100%
	31% Yes / 69% No	
Which level did you like the best?	**Favourite Level**	Improve on Caribbean and Space level flows.
	36% Space / 43% Jungle / 21% Caribbean	
Did you struggle completing any level? If yes, best describe where you got stuck	**Difficulty**	Fix Water balancing impact on player health
	29% Jungle Collision / 71% Caribbean Water	

Did you notice any bugs during your playthrough?	**Bugs**	Known bugs re-stated, fix important bugs.
How was the music?	**Music**	N.A

Conclusion

The music overall everyone had enjoyed the composition made by Ben Adams, however with the Caribbean level broken during this play test, players found a bias not to choose Caribbean as doable as attempting to not touch water was more than too difficult for the average tester. Balancing the impact that water has on Guudo will greatly improve the player satisfaction and overall gameplay of Guudo for the gold release day.