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

Version 3.0

Modified:

Team implementation statements on all responses, more detail about how changes can benefit the feedback has been added

Play Test Sessions and Responses

Play Test Session 1

Responses & Team Implementation

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

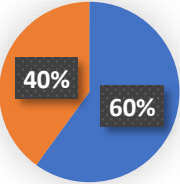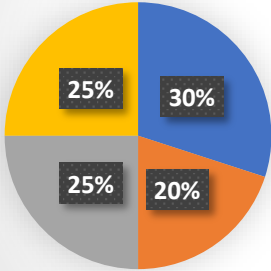| Questions	Responses	Team Implementation
Did you finish the maze?	**Finished the Maze** 40% / 60% — Yes / No	Look into a simpler design that utilizes both shrink and grow mechanics to unlock Guudo's full potential and provide a new sense of challenge
Did you find much difficulty getting through?	1. 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	Look into a simpler design that utilizes both shrink and grow mechanics to unlock Guudo's full potential and provide a new sense of challenge

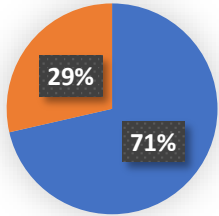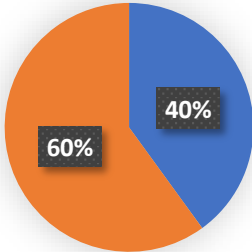| Did you have any comments about the maze?	1. Needs landmarks, the ones that are in place aren't helpful at all, they cause more confusion 2. More landmarks 3. Some texturing on the walls just to see where you are 4. No. when there's more detail it'll be better 5. More landmarks 6. Change landmarks its confusing 7. Landmarks needed 8. Don't make the maze go right, it's a predictable pattern 9. No its good 10. No	Review maze and Implement new and useful landmarks that can have the player remember their last position in the maze. Additionally, adding a texture to the maze giving it a sense of variety with lighting, and scene variety can assist the player progress through a puzzle. 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.

Responses & Team Implementation

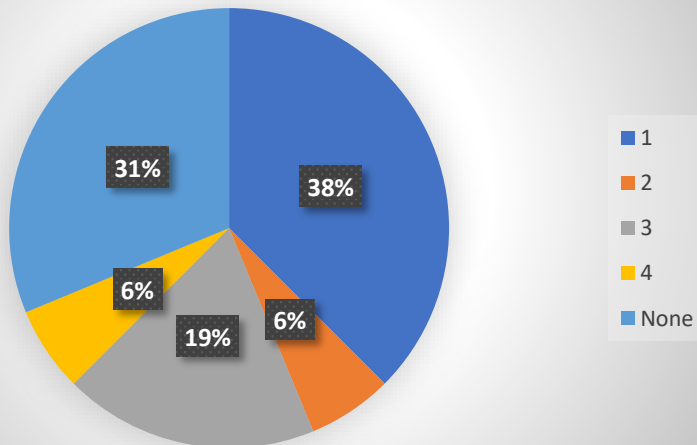| Questions	Responses	Team Implementation
Is the player enjoying their play experience?	**Enjoying: Player Experience** 40% 60% ■ Yes ■ No	Understanding why the player is not experiencing a good playthrough through the interaction between player and platforming collisions.
Is the player controller smooth?	**Character Controller Feel** 25% 30% 25% 20% ■ Whats the point in middle size? ■ Yes ■ No ■ Heaps of Air time	Implement player balance changes to improve un-easy player settings. Research a more efficient way of providing a reason for 3 different sizes. When giving a size characteristics allow it to have both a strength and weakness when approaching a new challenge.

Can they start and finish the level?	**Could they finsh the level?** 29% 71% ■ Yes ■ No	Make game objective clearer to the player. Putting an on-screen objective could amplify the performance of future play testers to collect and progress through the game.
Do they understand the objective?	**Understanding the Objective** 40% 60% ■ Yes ■ No	Make game objective clearer to the player. Putting an on-screen objective could amplify the performance of future play testers to collect and progress through the game.

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.
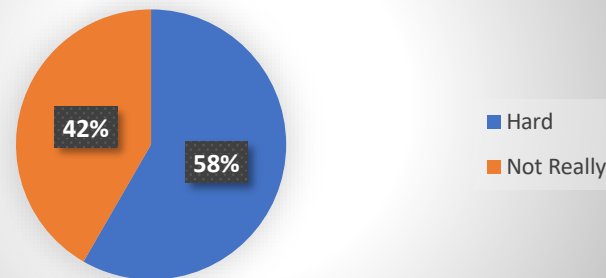
Play Test Session 3

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** 31% 38% 6% 6% 19% Legend: 1, 2, 3, 4, None	Research/ implement a better way for players to collect items with less difficulty. Looking into more refined platforming techniques and placement of items may enhance the success rate of collecting more items.

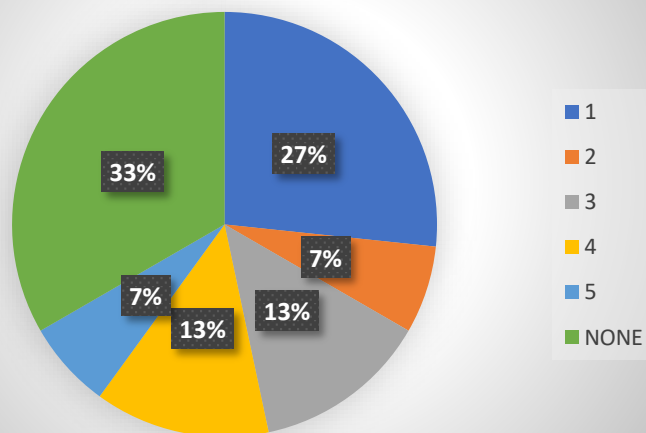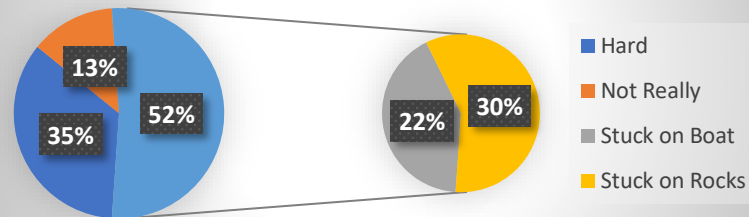|			
Did you find the platforming difficult?	**Difficulty** 42% 58% ■ Hard ■ Not Really		Make the platforming easier, remove buggy collision boxes from the scene including, trees, tables, support beams, chairs. Removing/ altering these collision boxes may serve a successful change in a player's overall experience.
How many items did you manage to get during the Caribbean?	**Items Collected: Caribbean** 33% 27% 7% 7% 13% 13% ■ 1 ■ 2 ■ 3 ■ 4 ■ 5 ■ NONE		Make the Caribbean level easier to platform and place items in better thought out positions. Spreading out the items on islands could be a better solution to have a player both explore the level and look for items sequentially

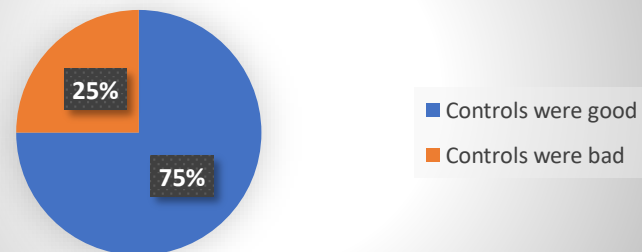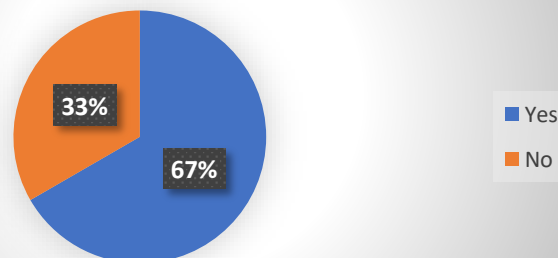| Question	Chart		Response
Did you find the platforming difficult, if so where?	**Difficulty: Caribbean** — Hard 52%, Not Really 13%, 35% (inner); Stuck on Boat 22%, Stuck on Rocks 30%		Make the Caribbean level playable by play testing the platforming that is present in the level and fixing platforming assets to have flat faces not curved.
With the adjustments to Guudo's controller is there anything you didn't like? Why?	**Guudo Controller** — Controls were good 75%, Controls were bad 25%		Reviewing the character balance in terms of air time/ air control allowance can help solve the issue of not being happy with the character controller.
Did you enjoy playing with a controller?	**Gameplay with Controller** — Yes 67%, No 33%		Majority of play testers enjoyed using controllers during the play test.

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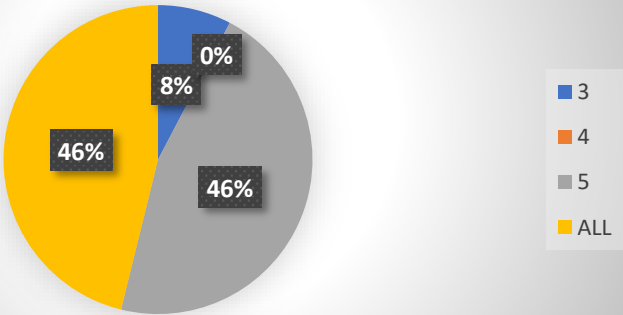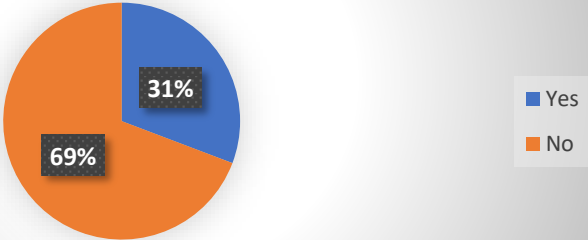| Did you find any bugs? If so what was it? | **Bugs** | Identifying the collision issues and making them a priority to fix and will resolve the majority of notes about the collision issues during play throughs |
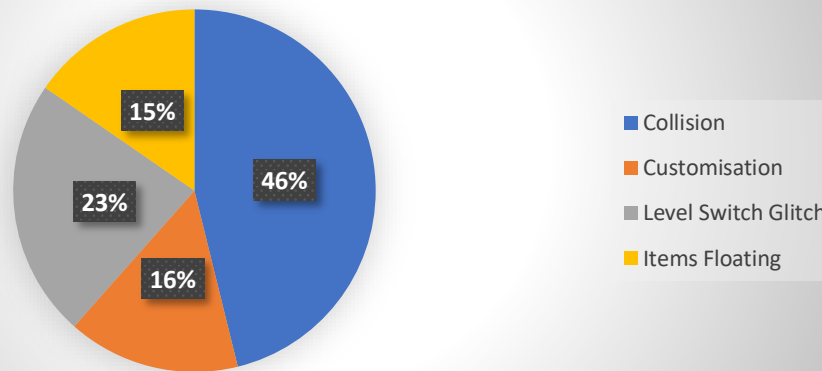
Bugs

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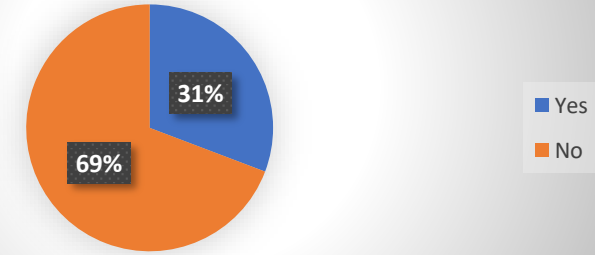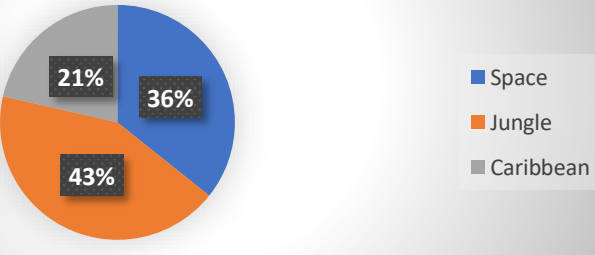- Level Switch Glitch 23%
- Items Floating 15%

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 number 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	Adding a particle effect to make an item stand out even more can help the player identify and obtain the item will help the success rate even more with collecting parts.
Did you get a perfect score?	**Perfect Score Achieved?** 31% 69% ■ Yes ■ No	Make the customization screen/ game objective clearer as most testers did not understand they were matching the silhouette instead of mix and matching.

Did you find difficulty using the customizer feature found at the end of each level?	**Customiser Difficulty** 31% Yes 69% No	Make the customization screen/ game objective clearer as most testers did not understand they were matching the silhouette instead of mix and matching.
Which level did you like the best?	**Favourite Level** 21% Caribbean 36% Space 43% Jungle	Improve on Caribbean and Space level flows. Researching a better layout could be the answer to achieving a more equal/ balanced experience
Did you struggle completing any level? If yes, best describe where you got stuck	**Difficulty** 29% Jungle Collision 71% Caribbean Water	Fixing the water impact on Guudo can lower future difficulty statements as majority of testers had claimed the water was the biggest issue.

Did you notice any bugs during your playthrough?	**Bugs**	Re-visiting the collision on objects will allow the player to platform correctly without losing health and can be more enjoyable rather than a frustrating experience.
	21% — Guudo Mesh 50% — 29% Collision — Trees Kill You	
How was the music?	**Music**	The music was overall enjoyed by the majority. No changes need to be made.
	8% — Great 13% — 26% Good 53% — Eh — Bad	

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.