

Playtesting Plan

1. Questions we will analyze ourselves: Certain questions will require us to watch the players in real time to answer, things that the normal user will not notice by themselves. These usually relate to gameplay balancing issues, with part of this analysis requiring us to take notes of how players approach our game, but certain aspects will be recorded by a script running behind the game that will allow us to quantify things, like bomb usage and game match times.

- Do players understand the basic gameplay loop?
- Do players make use of all the bomb types?
- Is there a bomb type players use more? (This question will be answered by analyzing the results of our script)
- Is there any bomb type that needs to be adjusted?
- Any power-up that needs to be adjusted?
- Are there any dominant strategies or loopholes in the game?
- What strategies do players lean more towards?
- How long does a match take? (This question will be answered by analyzing the results of our script)
- Is there any part of the game players struggle to understand?

2. Questions for the questionnaire: Players will be able to scan a QR code and fill out the *Google Forms* after playing the game. These questions relate to the overall enjoyment of the mechanics of the game, feedback players might have about core gameplay features and controls, among other things.

- Categorize the sample; These questions help us define what is our target audience better, as well as what certain aspects of a person can influence how they play our game.
 - Age
 - Gender
 - Favorite genre
 - Experience in this type of game
 - How frequently do they play games
- Are the controls intuitive? Would they change anything?
- Is the inventory HUD clear and easy to understand?
- How do they feel about certain aspects of the game? Are they intuitive, well developed? Would they improve anything on them? (Rating system, with the option to leave comments for each)
 - Walls
 - Maze generator
 - Bomb spawners
 - Bomb types
 - Power-ups
- General feedback they might wanna give; In this section we will give the chance to write whatever comes to mind on issues we might have overlooked.
- Enjoyment level; A general rating system so we can know what is the overall level of satisfaction our game provides to our players.