Jeffrey Lee Ye 68342291

Al Miranda

Harry Wong

Usability Playtesting (First 2 sessions)

* **Game**
  + **Include a description of your game.**
  + Space\_Escape so far is about 2 players escaping from space bears that are chasing them throughout space. The players must dodge asteroids along their path before it pushes them to get caught by the space bears. The players, however, are against one another because if the space bears catch one of them, the other can escape from the distraction.

* + **What is the goal?**
  + The goal is to dodge all the obstacles and collect powerups to outmaneuver and beat the other player and leave them behind for the space bears. The first player to fall behind loses.
  + **What do you want your player to feel?**
  + The players should feel a sense of competitiveness as they play the game and playfully-aggressively play the game. They should compete for who will win and feel excitement when they win.
* **User profile summary (basic)**
  + Fellow College Students, Males and Females – Helped get a clearer understanding of how players would play a game and adjusted game according to their thoughts
  + 1 was in Computer Game Science – Helped point out more issues dealing with game design
* **Playtest**
  + **What do you hope to learn from your playtest?** 
    - Did the players feel competitive when they played the game?
    - Did the players know what the abilities do?
    - Did the players feel the movement was good or okay enough for the competitive feel?
  + Ask the 5 important questions of game design:
    - **Why?**
  + The reason is what I hope to find out from my playtest from the stuff stated above.
    - **Who?**
  + Those who want to play a game with a competitive aspect locally with friends.
  + Tissue Testers – to see how the mechanics will initially react or know what to do

**What?**

* + Seeing if the players are able to learn from the difficulty increase and traverse the levels.
  + Seeing if the players know what each powerup does
  + Seeing if the players would be engaged in the competitiveness and whether they will try to reach further to beat the other player.
    - **Where?**
  + Somewhere comfy with friends so friends can participate in the game or talk and talk or engage about the competitiveness of the game
    - **How?**
  + Besides the basic instructions such as moving and what the abilities do, because it is not so visually taught as of now, I will only watch how they react as they make it through the levels and ask about when it looked like they got annoyed or frustrated, or they state an issue and I want clarification
* Set 3 **hypothesis** before starting and report how the actual events transpired.
* 1. The players will feel competition when playing the game with friends
* 2. The players will be able to choose which powerup and try to get each powerup.
* 3. The players will try to survive as long as long as possible and beat the other person.
* **Results:**
* **Game Mechanics**
* 1 player (non-videotaped) said how there should be acceleration when moving so that it will feel more fluid.
* Players thought it was only competitive because of the win screen at the end, and not try to ruin the other person.
* Collecting powerups are uncertain when multiple players touch it.
* **Results**
* Players just try to collect powerups and when they learn of the speed powerup, they ignore it
* Players don’t focus on the other players, and only realize they win when the other player loses