# PlayTest #1 for Hikari No To

This survey is to be filled in by the participants of the first user study for the IGE Master GamesLab project *Hikari No To*.

The process is as follows: the participant will play at least one game with at least one other player, then they will answer this sheet as truthfully and thoroughly as possible.

General plan:   
Intro (5 min)  
Warm up discussion (5 min) (questionnaire)  
Play session (15-20 min)  
Discussion of Game Experience (15-20 mins) (questionnaire)  
Wrap up (2 mins)

## Basic information

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| --- | --- | --- |
| Name (optional, leave blank for anonymous participation) | Age (optional) | Time spent with the game |
| Ali Kareem Raja | 24 | 20 minutes |
| If possible, list the computer system’s specifications the game was run on (e.g. either Device Model Number, or if possible detailed specs such as processor model, system memory size, graphics processor, drive type the framework was installed on, operating system, etc.) | | |
|  | | |
| Briefly describe your video gaming habits (how often/how much do you play, single-/multiplayer, game types/genres) | | |
| Used to be an avid gamer. COD4 Multiplayer 500+ Hours. COD BO2, Far Cry, Arkham, Command & Conquer etc. | | |

## General impressions

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| What was your first impression of the game? |
| Needs instructions to get new players started. |
| Did your impression change as you played? How? |
| Yes, once I understood how to play it started to become enjoyable. |
| What did you like the most about the game? |
| A multiplayer game with a master assisting combat is a new concept for me. |
| What did you like the least about the game? |
| Being master player was not very challenging. You’re basically assisting the players on ground. |
| How would you rate the duration of a match? |
| Needs to be a bit longer. |
| How did you like the flow of the game? |
| Was good. |

## Objectives/Feeling

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| Can you describe your objective in a match? |
| Assist the players on ground by healing them, killing enemies etc. |
| What was your strategy/decision process for winning the game? |
| Keep an eye on the map and buff a team mate in combat. If multiple combats taking place at once, buff the player with least health. |
| How did you interact with other players? |
| Giving them directions to where an alive enemy is. |
| Describe your emotional/excitement throughout the game |
| Not so much at first, but when I had to abruptly leave after a match I felt like wanting to play more. |

## Crawler – only answer if you played as crawler

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Can you describe how, as crawler, you could use an ability/skill? What indicators were there? | | | | | | |
|  | | | | | | |
| Can you describe how the master communicated with you? | | | | | | |
|  | | | | | | |
| On a scale from 1 (worst) to 7 (best), how enjoyable was the movement/navigation with crawlers? | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| O | O | O | O | O | O | O |
| Why? Did it seem confusing/restrictive? | | | | | | |
|  | | | | | | |
| Which crawler class did you play as? | | | | | | |
|  | | | | | | |
| What did you like the most about your class? | | | | | | |
|  | | | | | | |
| What did you like the least about your class? | | | | | | |
|  | | | | | | |

## Master – only answer if you played as Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Can you describe how you could use a fireball or a debuff? What indicators were there? | | | | | | |
| Need to have mana ( couldn’t see its meter though)  Press right hand action to build fireball / debuff etc. | | | | | | |
| Can you describe how you could move through the level? What indicators were there? | | | | | | |
| Not sure what this question means. | | | | | | |
| Assuming you used master teleportation: On a scale from 1 (worst) to 7 (best), how enjoyable was the movement/navigation with the master? | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| O | O | X | O | O | O | O |
| Why? Did it seem confusing/restrictive? | | | | | | |
|  | | | | | | |
| Which master abilities did you use? | | | | | | |
| Buff, Debuff, Fire, Heal | | | | | | |
| How useful do you think each of the abilities was? | | | | | | |
| Heal = Useful.  Fire = Fun.  Buff = Useful  Debuff = Useful. | | | | | | |
| What did you like the most about the master? | | | | | | |
| New Concept for multiplayer game. | | | | | | |
| What did you like the least about the master? | | | | | | |
| Not very challenging role. | | | | | | |

## Controls/Interface

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| Do you know where you could look up controls in the game? |
| No. |
| Were the controls intuitive or was there anything unclear about the control layouts? |
| They were clear. |
| Was there any information you would have liked to see in the ingame interface? |
| Mana Level. |
| How did you like the layout of the ingame interface? |
| Was cool. |

## Visuals/Audio

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| What kind of setting did the game convey to you through its visuals and audio? |
| Visuals reminded me of Tron, which was nice for a VR game. Did not get any audio. |
| What did you like about the visuals/audio? |
| Visuals reminded me of Tron, which was nice for a VR game. |
| What did you not like about the visuals/audio? |
| Did not get any audio. |

## End recap

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| Overall, what are the three elements of the game you liked the most? |
| Master mode.  Fireball attack.  Directions to crawlers. |
| Overall, what are the three elements of the game you liked the least? |
| Navigation on map. |
| Overall, if you could change one thing, what would it be? |
| Navigation on map. |
| Overall, who would you consider the target audience of this game? |
| VR Enthusiasts. |

## Additional suggestions

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| Add any additional suggestions, ideas, questions and remarks here |
| Please keep the questionnaire short. |

# Thank you for your help with this playtest!