# 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 |
| Anum Afzal | 23 years | 1.5 hours |
| 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) | | |
| Not a video game player. | | |

## General impressions

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| What was your first impression of the game? |
| I was a bit confused as I am not really used to of playing games so it took me some time to get the hang of it. |
| Did your impression change as you played? How? |
| Yes. After playing the game a couple of times, I understood how the controls actually worked and once I was able to play it properly, I found the game to be really awesome. |
| What did you like the most about the game? |
| The concept of a “Master”, in the game seemed really innovative. That’s the feature I enjoyed playing the most and liked it a lot.  Secondly the teleportation feature is quite fascinating as well. |
| What did you like the least about the game? |
| As somebody who doesn’t play games at all, it took me some time to understand the flow of the game. |
| How would you rate the duration of a match? |
| It’s pretty reasonable. |
| How did you like the flow of the game? |
| The pace of the game was a bit fast.  When playing master, by the time I found out where all the enemies were and how to help to my own team, some of my team members were already dead. |

## Objectives/Feeling

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| Can you describe your objective in a match? |
| When playing master, it felt like a demi-god which was really awesome. I had some super powers of the sort which I could use.  When playing as a player, it was pretty average and cliché. It would have been a nice idea if there was a feature that could be used by the players to communicate with the Master and buzz him if they really needed help. |
| What was your strategy/decision process for winning the game? |
| Nothing much.  As I had only played long enough to get the hang of the game flow and controls. |
| How did you interact with other players? |
| By just yelling cause we were all in the same room. |
| Describe your emotional/excitement throughout the game |
| Confusion at first but I was really excited in the end. |

## Crawler – only answer if you played as crawler

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| Can you describe how, as crawler, you could use an ability/skill? What indicators were there? | | | | | | |
| I didn’t get enough time to explore the abilities as a crawler but it seemed pretty average to me. | | | | | | |
| Can you describe how the master communicated with you? | | | | | | |
| Again, by just yelling because same room. | | | | | | |
| 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 | X | O | O | O |
| Why? Did it seem confusing/restrictive? | | | | | | |
| I am not really good at games so I died in the first few seconds each time. | | | | | | |
| Which crawler class did you play as? | | | | | | |
| Soldier. | | | | | | |
| What did you like the most about your class? | | | | | | |
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| What did you like the least about your class? | | | | | | |
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## Master – only answer if you played as Master

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| Can you describe how you could use a fireball or a debuff? What indicators were there? | | | | | | |
| By pushing the right analog stick on the tracker, I could access the menu and select fireball which made a fire effect appear on my left hand. Then by pushing the right trigger, a bubble triggered on my hand, which I had to light up using the fire effect on my left hand. Once the bubble was lit, I could aim to where I wanted to throw and then fire. | | | | | | |
| Can you describe how you could move through the level? What indicators were there? | | | | | | |
| There were 4 indicator on the left analog stick; North, South, East, West. They could be used to move throughout the level. | | | | | | |
| 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 | O | O | O | O | X |
| Why? Did it seem confusing/restrictive? | | | | | | |
| When I teleported the first time, I exited the level and I thought I had broken the game or something. | | | | | | |
| Which master abilities did you use? | | | | | | |
| Buff  Fire  Heal  Teleportation  Pointing to the enemy | | | | | | |
| How useful do you think each of the abilities was? | | | | | | |
| Buff - useful  Fire – very useful  Heal – most important  Teleportation – not really necessary | | | | | | |
| What did you like the most about the master? | | | | | | |
| Being able to heal the players and throw fire. | | | | | | |
| What did you like the least about the master? | | | | | | |
| Accessing the controls were a bit tricky and time consuming. | | | | | | |

## 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? |
| For the crawler, it was clear  But for Master, it was a bit confusing at first but fine after a while. |
| Was there any information you would have liked to see in the ingame interface? |
| Yes  If Master could have a screen on the side which showed the energy level of all the players and whether or not they needed to be healed or helped. |
| How did you like the layout of the ingame interface? |
| It was cool but a bit creepy for my taste. |

## Visuals/Audio

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| What kind of setting did the game convey to you through its visuals and audio? |
| I didn’t use any audio settings. |
| What did you like about the visuals/audio? |
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| What did you not like about the visuals/audio? |
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## End recap

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| Overall, what are the three elements of the game you liked the most? |
| Heal  Buff  The level design |
| Overall, what are the three elements of the game you liked the least? |
| Controls  The pause button sent the master to a creepy white matrix box.  When playing as a crawler, I died pretty quickly. |
| Overall, if you could change one thing, what would it be? |
| Extend the life/power of the crawlers. |
| Overall, who would you consider the target audience of this game? |
| The serial gamers. |

## Additional suggestions

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| Add any additional suggestions, ideas, questions and remarks here |
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# Thank you for your help with this playtest!