# 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 |
| JB | 23 | 30min |
| 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.) | | |
| I7 2600K @ 4,5 GHz / 16 GB DDR3 2133 MHz / GTX 980 Ti @ 1430 MHz  Windows 8.1  Drive type: SSD (Samsung 830 128 GB) | | |
| Briefly describe your video gaming habits (how often/how much do you play, single-/multiplayer, game types/genres) | | |
| Every typ of genre – every so often | | |

## General impressions

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| What was your first impression of the game? |
| UI scaling was off at higher resolutions (UHD)  Intuitive controls and menus  Fluid gameplay for the most part  Stable servers |
| Did your impression change as you played? How? |
| Minor server problems in case someone quits |
| What did you like the most about the game? |
| The surroundings |
| What did you like the least about the game? |
| Aiming  Visuals of the player |
| How would you rate the duration of a match? |
| 9/11 |
| How did you like the flow of the game? |
| Good – as long as you’re still alive. |

## Objectives/Feeling

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| --- |
| Can you describe your objective in a match? |
| Kill everything that moves – don’t die |
| What was your strategy/decision process for winning the game? |
| Killing everything that moves – trying not to die |
| How did you interact with other players? |
| Shoot’em (because of insufficient differentiation from enemy types that is) |
| Describe your emotional/excitement throughout the game |
| Meh – a tad repetitive (might change for VR though) |

## 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’t tell – UI scaling was off in UHD | | | | | | |
| Can you describe how the master communicated with you? | | | | | | |
| Teamspeak  Arrow-shaped Hands | | | | | | |
| 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? | | | | | | |
| Restrictive aiming  Restrictive camera angle  Sudden camera angle changes, if you get close to walls | | | | | | |
| Which crawler class did you play as? | | | | | | |
| Class 1  (Class 3?) | | | | | | |
| What did you like the most about your class? | | | | | | |
| Overpowered | | | | | | |
| What did you like the least about your class? | | | | | | |
| No challenge | | | | | | |

## Master – only answer if you played as Master

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Can you describe how you could use a fireball or a debuff? What indicators were there? | | | | | | |
|  | | | | | | |
| Can you describe how you could move through the level? What indicators were there? | | | | | | |
|  | | | | | | |
| 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 | O |
| Why? Did it seem confusing/restrictive? | | | | | | |
|  | | | | | | |
| Which master abilities did you use? | | | | | | |
|  | | | | | | |
| How useful do you think each of the abilities was? | | | | | | |
|  | | | | | | |
| What did you like the most about the master? | | | | | | |
|  | | | | | | |
| What did you like the least about the master? | | | | | | |
|  | | | | | | |

## Controls/Interface

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| Do you know where you could look up controls in the game? |
| No need to |
| Were the controls intuitive or was there anything unclear about the control layouts? |
| Intuitive |
| Was there any information you would have liked to see in the ingame interface? |
| Yes – any. |
| How did you like the layout of the ingame interface? |
| Again – couldn’t make out anything |

## Visuals/Audio

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| What kind of setting did the game convey to you through its visuals and audio? |
| Futuristic |
| What did you like about the visuals/audio? |
| Lighting |
| What did you not like about the visuals/audio? |
| Neon tube “sound effects” |

## End recap

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| Overall, what are the three elements of the game you liked the most? |
| Fluidity  Visual representation of the Master  Intuitive |
| Overall, what are the three elements of the game you liked the least? |
| UI Scaling  Camera movement and aiming  UI Scaling!!11!!! |
| Overall, if you could change one thing, what would it be? |
| UI Scaling!!11!!! |
| Overall, who would you consider the target audience of this game? |
| Male, 22-25 yo, 175-185cm, 70-80kg |

## Additional suggestions

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| Add any additional suggestions, ideas, questions and remarks here |
| Really want to try out Master next time. |

# Thank you for your help with this playtest!