# 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

|  |  |  |
| --- | --- | --- |
| Name (optional, leave blank for anonymous participation) | Age (optional) | Time spent with the game |
| Thomas | 22 | 30 min |
| 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.) | | |
| Win 10, amd Ryzen 5 1600, 16gb ram, nvidia GeForce GTX 1060 6GB | | |
| Briefly describe your video gaming habits (how often/how much do you play, single-/multiplayer, game types/genres) | | |
| Every day, multiplayer games (mobas, shooters) | | |

## General impressions

|  |
| --- |
| What was your first impression of the game? |
| Fun shooter |
| Did your impression change as you played? How? |
| Still fun game but finishing the game stretched a little |
| What did you like the most about the game? |
| The special abilities |
| What did you like the least about the game? |
| When you die you can’t spectate |
| How would you rate the duration of a match? |
| Duration was fine |
| How did you like the flow of the game? |
| Beginning was nice – later you had to run around searching for the enemies that are left |

## Objectives/Feeling

|  |
| --- |
| Can you describe your objective in a match? |
| Kill all enemies |
| What was your strategy/decision process for winning the game? |
| Run in every “room” of the map looking for enemies  Master showed where enemies were hiding |
| How did you interact with other players? |
| Teamspeak |
| Describe your emotional/excitement throughout the game |
|  |

## Crawler – only answer if you played as crawler

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Can you describe how, as crawler, you could use an ability/skill? What indicators were there? | | | | | | |
| The active “bar” on the bottom of the screen | | | | | | |
| Can you describe how the master communicated with you? | | | | | | |
| Teamspeak | | | | | | |
| 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? | | | | | | |
| Running the to walls changed the viewing angle  You can look up and down but the crosshair always was on the same level, which was strange to navigate with | | | | | | |
| Which crawler class did you play as? | | | | | | |
| Mostly first one, but all of them once | | | | | | |
| What did you like the most about your class? | | | | | | |
| Special abilities | | | | | | |
| 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? | | | | | | |
|  | | | | | | |
| 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? |
| yes |
| Were the controls intuitive or was there anything unclear about the control layouts? |
| Control layout was easy but mouse movement was a little strange to aim with |
| Was there any information you would have liked to see in the ingame interface? |
| - |
| How did you like the layout of the ingame interface? |
| It was minimal but fine |

## Visuals/Audio

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| What kind of setting did the game convey to you through its visuals and audio? |
| City noices |
| What did you like about the visuals/audio? |
| Nice dark setting |
| What did you not like about the visuals/audio? |
| A bit too much honking |

## End recap

|  |
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| Overall, what are the three elements of the game you liked the most? |
| Shooting, special abilities, interacting with master |
| Overall, what are the three elements of the game you liked the least? |
| Mouse movement / aiming, honking in the background, no spectating mode |
| Overall, if you could change one thing, what would it be? |
| Add a spectating mode |
| Overall, who would you consider the target audience of this game? |
| Group of friend who want to play a quick game together |

## Additional suggestions

|  |
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| Add any additional suggestions, ideas, questions and remarks here |
| Indicator when you are getting low hp |

# Thank you for your help with this playtest!