

Ars Furem playtesting Report

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Test 1: Luke Fakult

Completion Time:

Level 1: 1m30s

Level 2: 45s

Level 3: 2m37s

Level 4: 3m30s

Total: 8m22s

Notes: Once the gameplay and controls were explained to me, the game played pretty smoothly! I like the concept and minimalist design but I wish the story and controls were better explained in-game.

Suggested Changes: Add a controls menu and some context for the player

Designer Response: The team is currently working on a HUD that will allow players to view controls and rules while they're playing. This will either take the form of a pop-up window or text/images on the sidebar of the game window.

Test 2: Jillian Gately

Completion Time:

Level 1: 2m15s

Level 2: 4m20s

Level 3: 2m5s

Level 4: 3m10s

Total: 11m27s

Notes: I like the idea behind the game, but the actual objective/game flow needs some work to be more easily understood. Maybe by adding a title screen and changing the look of the level that player can better understand what they're doing without needing actual instructions.

Suggested Changes: Improve the game flow and player understanding

Designer Response: To make the game more intuitive, we are changing some of the art styles of the sprites and adding a title splash screen. The splash screen will serve to give the player a better idea of what the game is all about, and help motivate them to buy into the game's setting and mechanics. The adjusted sprites will make the player icon and treasure (goal) more easily recognized, so the player immediately knows where they are and what they're going for. This is without needing a full instructions page.

Test 3: Emmeline Pearson

Completion Time:

Level 1: 1m50s

Level 2: 2m10s

Level 3: 4m5s

Level 4: 3m5s

Total: 11m5s

Notes: I think the guard tower AI is a little difficult to understand. I didn't know I was supposed to take out the guard with the laser, and I didn't know that it would blind the guard permanently. I think that the path of the player would be better if it was easier to understand the enemies.

Suggested Changes: More intuitive AI guards/cameras

Designer Response: The first action we took to solving this is making the instructions clearer about how the player interacts with the AI. The second thing we did was to make the guards cameras and a "one shot" deactivation. This makes the levels a little more playable. Thirdly, we added additional laser receivers on certain levels that allow the player to lower the security level without having to point the laser at its original receiver.

Test 4: Brady Stevens

Completion Time:

Level 1: 3m5s

Level 2: 3m20s

Level 3: 4m5s

Level 4: 5m15s

Total: 15m45s

Notes: I had trouble getting the hang of the controls and solving the puzzles. This game was only 4 levels but took over 15 minutes to play, so I think it either needs to be easier or easier to figure out.

Suggested Changes: Make the game easier to figure out and to play

Designer Response: We believe that the addition of a HUD will also help playability and make the difficulty appropriate. The team is considering removing/reworking the levels if we aren't able to alter the difficulty with the instructions. This is so the final project's playtime isn't too long.

Test 5: Jessica Pirro

Completion Time:

Level 1: 2m10s

Level 2: 3m0s

Level 3: 1m15s

Level 4: 5m35s

Total: 12m0s

Notes: I think the biggest problem with this game's mechanics is the selector. I had trouble navigating with the selector when trying to figure out where to place my mirrors. Often I knew where I wanted the mirrors to go and what kind I wanted to use, but I didn't know how to get the selector there because it interacts strangely with the other objects on the board. Also, it was annoying that the selector resets to the bottom left corner, as oftentimes I just hit the wrong key and placed a different mirror but had to "travel" all the way back to that spot just to place the correct one. That being said, I like the fact that you could accidentally shoot the laser at yourself if you hit the wrong key, it added an appropriate amount of difficulty to the levels.

Suggested Changes: Make the mirror placement selector easier to use

Designer Response: We are working on making the selector more intuitive. The reason why it is limited is we didn't want to have the player have the "hand of god" mechanic where a mirror could be placed anywhere, so we limited the placement to a 3x3 square around the player. We also made the selector able to "float" above other game objects, and also to be able to respawn where it was last placed rather than in the bottom left corner after each placement.