

After conducting our playtesting, the consensus was that our theme and aesthetic were very engaging, but the in-game days were too long and there were a lot of bugs with the modules, viruses, and minigames. Also although the tutorial helped with the basic mechanics of where things are and how to accept and decline a request, the game didn't have much instruction or explanation as to what the other components were like individual modules, and what requests should and shouldn't be accepted. The number of in-game days a player was able to get through varied a lot (1 to 5), and only one person responded with no to the question of whether they would play this game again, showing that our game currently has strong replayability, which was something we were concerned that the story aspect would take away from.

From these responses, we feel that the questions we asked were very relevant and helped us give direction and understand what needed to be improved. It helped us find areas that we overlooked as developers like needing more in-depth tutorials and component explanations, which is something we glossed over since we hadn't shown this game to people outside of class or our group prior. The biggest thing we wanted feedback on was pacing, bugs, and modules which we were able to receive using the form. For future testing, we would reuse the more general questions, rephrase the pacing question to be just overall pacing, and get rid of question 8, which specifically asked about day 2 gameplay and is specific to this round of playtesting.

From these responses, we were also able to refocus our priorities and what direction we plan to move in to improve the game in the time left we have in the semester. We've decided to focus on first creating better in-game documentation and tutorials for each of the modules and the components of the game that weren't clearly explained like viruses, minigames, and the different requests that exist. We plan to fix this issue by creating a handbook-type in-game feature that players can refer back to at any time in the game, and make a more detailed tutorial but still not have it be too long. We also plan to fix the bugs that were reported before moving on to new features, as well as work on in-game day length and fix unclear visuals. These are our current priorities to work on, and once they are complete, we will move forward with the remaining stages of the game and focus our efforts mostly on writing and implementation.