**DES 115 Playtest Report**

**Designer:**  Jennifer Assid **Project Name:** BLB Level

**Date:** 02/12/21 **Project Version:** Prototype (1.1)

**PART 1: Playtest Goals**

Determine whether the phases of the level (Setup, Hook, Development, etc.) are clear to the player.

Determine whether the instances where the difficulty is too easy or too hard.

Determine whether the Turn is interesting.

**PART 2: Playtest Notes**

**Test #1: Kiara Santiago (**[**k.santiago@digipen.edu**](mailto:k.santiago@digipen.edu)**) ~ 4:32**

*Player went through the set-up without any noted issue – accomplished each segment of the pattern without error. Player commented at the fact that the lettering was nice and gave them awareness about what exactly they were supposed to expect. Moving from the set-up into the hook didn’t cause any disruption to the gameplay loop with the player quickly understanding how to maneuver through the level by timing the teleporters with the moving platforms.*

*There was a few instances of teleporter bounce between when the player would teleport through as the moving platform was below the platform but when the moving platform went it, the player was set back through the teleporter – this caused them to have to take some extra, unnecessary time waiting for the platform to get back down below the teleporter which definitely messed up the overall playtime of the level.*

*Player missed the orange teleporter onto the horizontal moving platform a few too many times, resulting in going back to the beginning of that development loop – commented on how that seemed a little too punishing. Other than that, the rest of the development cycles went very well with the player remaining engaged and moving forward through the level. The Turn was very short (and underwhelming for the player) which left the Resolution feeling a bit too same-same. Player did comment that the invisible portion of the turn with the boosters up instead of the moving platforms (in the development where the invisible walls were introduced) felt very nice.*

**Test #2: Yang Shi (**[**shi.y@digipen.edu**](mailto:shi.y@digipen.edu)**) ~ 4:42**

*Once again, the player went through the set-up without any issue and had a seamless transition into the hook. This player suffered a lot from the teleporter bounce back (noted in the previous playtest) which caused the both the play time and player’s frustration to go up. Player also missed the orange teleporter just like the previous playtester, but only once. This player also easily took to the alternating pattern within the invisible platforms both in the development cycle and in the Turn.*

*Player couldn’t distinguish between the development cycles and the Turn – once again, Turn was not as exciting as it needs to be. Player appreciated the text in the background but suggested the size / position gets adjusted to improve readability. Player commented that the slides introduced in the last development cycles were harsh – especially since they weren’t introduced sooner. It didn’t feel like the player really got comfortable with the sliding development which caused a lot of frustration later on in the Turn.*

*The playtime was very long – something the player commented on. Player commented that the moving platform timing left them waiting longer than they would have liked – this disrupted the flow of the level for the player.*

**Test #3: Liam Sarett (**[**liam.sarett@digipen.edu**](mailto:liam.sarett@digipen.edu)**) ~ 3:49**

*Like in previous playtests, the set-ups and development cycles were gone through with minimal issue (although teleporter bounce back was still a very large issue). This playtest also proved that the gaps between the teleporters cannot be jumped over which validates the teleporters necessity. For the first time, the player didn’t miss the orange platform teleporter.*

*The invisible walls development went alright but the player commented that the moving platforms portion felt like it was too slow. Player also commented that add signifiers to the invisible platforms would add to the experience instead of the player just having to guess. The text was well received but the player added that seemed to stop suddenly before the Turn, which was jarring.*

*Player was able to distinguish the different phased expect for the Turn. When the Turn was pointed out to them, they commented that that section felt easier than the developments and that they had confused it with another development cycle. The platform timing felt fine, according to the player, but they also commented that speeding it up wouldn’t take away from the experience. The difficulty remained steady throughout the test, barring the invisible walls section which caused the player a lot of frustration.*

**Test #4: Mason Kaschube (mason.kaschube@digipen.edu)**

*This playtester was very vocal about their appreciation of the hook (“I am seeing, I am seeing, I am seeing”) and was very interested by its use case (“I like the teleporters on the platforms with the timing”). Player missed the orange teleporter and hit the “orange checkpoint” twice – both times commenting that the restart point seemed a little too far back and, thus, punishing. The player also showed appreciation for the false walls section – approving of the alternating pattern which stopped them from being sent further down.*

*For the first time, the blue teleporter was missed – resulting in the player falling to the beginning of the false platforms section. The player didn’t show any issue with the going back to the beginning and commented on how that was an interesting place to “wind up”.*

*Player commented that at some points they felt as though they were waiting too long on the moving platforms (specifically in the false solids development area). They liked the false solid callback with the hallway in the Turn. Like other playtests, the player could identify the different phases barring the Turn – commenting that the Turn felt very lack luster in comparison with the rest of the level.*

**PART 3: Revised Game**

*Submit the revised game along with this filled-in document!*

**Playtest Analysis**

*The Setup of the level proved to have no issues in playtests and properly introduced the players’ into the level. The majority of players commented on the accompanying text and all of those who did responded positively. Overall, the playtests proved that the Setup performed well and served as a wonderful introduction to the overall rhythm of the level.*

*The Hook, like the setup, was well received and created the first harmony (one which would prove to fit very well into the rhythm and would support later rhythms down the road). There were substantial issues with the teleporter bounce back / between that all players experienced and noted on. This caused a very large disruption in both the rhythm and harmony of the Hook – especially since the player wasn’t at fault for these occurrences. On the other hand, when the players’ mistimed their teleportation, no disruption was detected. Players acknowledged that the timing increased the difficulty curve but the sections in between (simple jumps, substantial walking) lowered their tension keeping them properly engaged without overwhelming them. The orange teleporter section needs to have more signifiers to alert the player that they need to take a beat to access the situation.*

*The development cycles suffered from the same issues that the Hook did (bounce back) but were overall well received. Each one added a new harmony which didn’t feel out of place from the rest. The length of the movement for the moving platforms was the cause of other disruptions and contributed to the longer than projected playtimes. The main changes that need to occur is to remove the moving platforms and add signifiers in the invisible platforms section, add more “down time” between the jumps in the sliding section to flatten out the difficulty curve a little more, and adjust the moving platform timings to cut down on play time / waiting.*

*The Turn was by far the section that needs to most work, as demonstrated by the playtests. The Turn wasn’t as exciting or engaging as it needed to be, resulting in most players not being able to distinguish it from the resolution and development cycles. The solution: a whole redo. With the development cycles’ harmonies confirmed to be solid and adding something to the rhythm of the level, the Turn needs to be restructured with them at the center. It needs to be more engaging and exciting – perhaps limiting or removing the “down time” that is evident in the development cycles would help with this?*

*The resolution was much like the setup. It was well received with no ill comment from the play testers. It served as a good cool off – though its efficiency of that will need to be revisiting when the Turn was been restructured.*

**Raw Notes** *(optional, but highly recommended)*

*Kiara Santiago 1.1*

*Setup went fine*

*Still ahve teleporter bounce back even with new positions*

*Went back to get the star*

*Moving platforms on their own went fine*

*Got duped by the orange platform and the moving horizontal platform*

*Need to add a step up if they fall off the orange platform*

*Need to fix the leterring - it is messed up <- something I notived - player didn't seem too*

*Additional boosters seemed to help*

*Notived the alternating pattern in the blocks*

*Adjust the star on the sliding portion of the turn*

*Resolution went fine*

*4:32*

*Have horizontal arrow visual for the orange platform*

*Resolution was very nice*

*Turn (the invisible section felt nice)*

*Moving platforms move farther than I expect (but that must just be because fo my expereince)*

*Learning went smoothly*

*Setup was clear*

*Developments were very clear*

*The start of the turn was very clear*

*Add some more text to the end to notate the end of the turn*

*Tweak the jumps a bit to help on time*

*Yang Shi 1.1*

*Set-Up went fine (tried to jump the teleporter gap)*

*Mentioned the bounce-back (x3)*

*Didn't miss the orange platform*

*Messed up on first yellow x2*

*The bouncers worked correctly on the invisible line*

*Understood the alternating pattern for the invisible stuff*

*Understood the bouncer checkpointer*

*Sliding section was a bit rough*

*The section invisible hallway went fine*

*Resolution whent fine*

*4:42*

*"I like the text background, but sometimes they appears to be too big, you can't see all the letters in one screen. And I think the portals are cool, but the mechanic of this level builder makes it very easy to accidentally go back when using it to teleport to a place that you dont want to move freely (like a moving platform), but i dont know how to improve that. I think the ghost blocks are well introduced so that players can expect a ghost block when there is nowhere to go. the slope jumps at the end are a bit harsh, especially when its not introduced at the easier parts. Overall I think the game is a bit too long, it took me about 5.5 mins and I consider myself an above average player. Maybe put more checkpoints?"*

*Liam Sarret 1.1*

*- Tried to make it over the gap for the teleporters - could not*

*- Understood the teleporter stuff (might need to bring "It;s about timing" down)*

*- Didn't miss the ornage platform*

*- Missed the first yellow door*

*- Bouncing went fine*

*- The invisible walls went alright*

*- Didn't get the alternating invisible walls*

*- Sliding went well*

*- Adjust the second booster checkpoint*

*- Understood alternating in the second use of the pattern*

*- Made it to the end*

*- "The turn feels easier than the development"*

*- "Maybe remove the false platforms"*

*- "Add some signifier to the false solids - block on the wall"*

*3:49*

*- Setup identified*

*- Hook identified*

*- Development identified*

*- Couldn't really identify the turn (not as prominent*

*- Resolution identified*

*How did the timing feel? Were you waiting long?*

*- The timing is fine - add some feedback as to where the platforms start and where they end*

*- Difficulty? Everything except the false solids was fine*

*Mason Kaschube 1.1*

*- Setup went fine*

*- "oooooh" at the hook "I am seeing, I am seeing, I am seeing"*

*- I like the teleporters on the platforms with the timing*

*- Missed the orange platform (hit the orange "checkpoint") x2*

*- I like the false walls section (change the moving platforms to just be the booster section like the turn - speeds up)*

*- Understood the alternating pattern*

*- Hit the blue door fall trap - it went fine*

*- I like*

*- I liked it. It was fun, didn't feel tedious*

*3:55*

*Timings?*

*- At some points it felt like I was waiting too long (the orange horizontal pattern*

*False solids?*

*- I liked the hallway with the false solids - and it is used again in the turn (nice call back)*

*Difficulty?*

*- The orange platform was on the more difficult*

*- The false solids with the moving platforms was slow*

*Setup identified*

*Hook not identified*

*Development not identified (hook is false solid?)*

*Turn not identified (turn)*

*Resoltion identified*