**DES 115 Playtest Report**

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

**Date:** 09/12/21 **Project Version:** Prototype (2)

**PART 1: Playtest Goals**

Determine whether the affect that the timing of the moving platforms has on the player’s experience.

Determine whether the Turn is engaging.

Determine whether an average player can complete the level within the given time limit.

**PART 2: Playtest Notes**

**Test #1: Dillon Goicoechea (**[**dillon.goicoechea@gmail.com**](mailto:dillon.goicoechea@gmail.com)**) ~ 6:14**

*The Setup went well but the first platform that involved timing took the player multiple times (6+) to complete. Player’s body language was very tense and became more and more frustrated with each failed attempt, resulting in a bad attitude that lasted for the whole level. Once the player got through the first timing, they didn’t struggle as much with the other timings throughout the level.*

*The booster development went fine as well and the player made it through the invisible portion without incident. The sliding development proved difficult for the player on the first one – but after a few attempts the rest of the sliding went fine and the player’s body language didn’t get as tense as before.*

*The player struggled on the second part of the turn – commenting that the punishment for missing the last jump was overwhelming. The blue teleporter also proved difficult since the player had to both time the bounce and landing on the teleporters since the platform wasn’t long enough to allow a rest point. Player was also frustrated that they couldn’t get the last star in the sliding portion.*

*After the playtest, the player commented that the bouncing checkpoint was a bit strange – didn’t really fit the flow of the game. They also admitted that the walking through walls was confusing in the turn since the stars didn’t really mean anything. Player stated that the Turn felt like the hardest portion, and they could clear outline its start and end from the rest of the level. The moving platforms felt too fast for the player.*

**Test #2: Riley Rawald (**[**riley.rawald@digipen.edu**](mailto:riley.rawald@digipen.edu)**) ~ 4:51**

*The player was very vocal about their liking of the teleporters and how the camera moved through the level. The setup was completed without incident, but the player did miss the first teleporter three times. Their body language didn’t get as tense as the last playtesters, but it was clear that they had to concentrate to accomplish the timings. The second teleporter also proved challenging since the player missed and didn’t have enough room to jump up onto the platform with the teleporter, resulting in another (unintended) timing section with the player having the time their jump into the teleporter. The bouncing section went fine, and the spectators all commented on the added signifiers in the invisible wall section. Just like with the last player, the blue teleporter proved more challenging than need be (once again, the platform wasn’t large enough, so the player had an additional timing challenge). It should be noted that this play tester went out of their way to get all of the stars which did impact their time.*

*At the end of the player test, the player commented that the timing of the platforms felt fine – the speed added to the challenge in a good way. Player commented that they fell a lot in the Turn but each failure didn’t make them frustrated but instead taught them what they did wrong. The player missed almost everything the first time was quickly learned from that.*

**Test #3: Alex Warn (**[**Isabel.warn@digipen.edu**](mailto:Isabel.warn@digipen.edu)**) ~ 4:30**

*The setup and introduction of the teleporting mechanic went fine with this playtest. The second teleporter caused the player a lot of grief (which was visible in their body language) since the platform wasn’t large enough and they had to time their jump (same thing happened in the last playtest). This playtester struggled with the bouncing part and the moving platform timing. This player went out of their way to get all the stars – resulting in a higher time. Out of all the playtesters, this once experienced the most teleporter bounce back. The Turn and resolution went fine but the player commented that the bouncing section of the resolution resulted in them becoming very nauseous.*

*At the end of the playtest, the player commented that they enjoyed the lettering in the back and that is helped them understand was going on. They also enjoyed the signifiers on the invisible wall portion since it was subtle but helped them get through without too many missed. The timings of the platforms felt alright to the player – their main frustration was the teleporter bounce back. It was clear to the player what the main mechanic was and they enjoyed the Turn, saying it was a nice blend of everything introduced in the level.*

**Test #4: Emma Lewarne (**[**e.lewarne@digipen.edu**](mailto:e.lewarne@digipen.edu)**) ~ 2:58**

*This playtest was the best one so far with the level. Each part was done without much incident, the player understood each mechanic as it was introduced, and the player was relaxed and having fun the whole time. No one part proved too challenging to the player and they were able to outline both the start and the end of the Turn. By their own words, they felt engaged through the whole experience. In the few cases where they did make a mistake and fall to an earlier part of the level segment, they stated that the punishment wasn’t bad and made sense where it landed you back at. And by that point, you already knew what you needed to do to get to the part that you failed at so getting back there wasn’t a large issue. Player commented that the jumping itself felt very nice – all of the jumps felt possible both visually and while the player was attempting them. No one of them caused a lot of grief. The player did comment that the sliding section was frustrating because it didn’t feel like you were sliding but instead slowly going down. Overall, the player enjoyed the level. They also went out of their way to get all of the stars which did add to their time.*

**PART 3: Revised Game**

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

**Playtest Analysis**

*Each section of the level served its purpose and contributed to the overall experience based on the playtests. The interworkings of each section do need work. For instance, the teleporter timing development needs to have the platforms tweaked again based on how many playtesters did miss the timings. Not too much, just elongating the paths by one should do the trick. Additionally, the teleporters should be brought closer together; I believe that if the player can have to the teleporters closer together, their timings will be improved. It’ll also make the level a little more condensed which can help timing (which is clearly a large issue). Platforms next to teleporters need to be extended so that the player has a location where they can rest. This will eliminate the unintended timing tests that became evident throughout the playtests and hopefully streamline the experience.*

*The Turn proved to be very engaging for the players and all of them could correctly identify its end and beginning. According to player’s it felt different from the rest of the level – in a good way. Adjustments to the Turn (if any) will be minimal.*

*The timings of the platforms didn’t cause all the playtesters noticeable grief (barring the first playtester) but they did inhibit the playing experience. Instead of waiting for the platforms like in the last version, they were now having to correctly time it our go through the process multiple times which only increased the play time and the frustration of the player. These timings will be revisited – the vertical ones will be made slightly longer while the horizontal ones will be made shorter.*

*The bouncing checkpoints will be removed for teleporters. They fit better with the flow of the game and will cut down on playtime as well. To that end, the bouncing portion of the resolution will be revisited to try and eliminate the nausea noted in the third playtest. Finally, the number of stars will be cut down and only placed in the path to completion. This will hopefully stop the players from going off course and help the play time as well.*