

## Focus Test II Summary

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CMS.611 Project #4: Ghess

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### A. Pre Focus Test: Preparation

1. What is the goal of this focus test? What do you want to learn? (Question, data, etc.)

- The **goal** of this Focus Test is to test our first transition from the paper prototype to a digital prototype. We will focus on the ability of the digital game to translate the game experience to the user and gauge responses to the overall game play.
- **Players**
  - How challenging is the game?
  - How easy is it to pick up the controls? (ie. select characters, click to take actions, etc.)
  - How do the players approach strategizing?
  - How do the players react to the set of characters, controls, and rules that are provided?
- **Spectators**
  - Are the visual cues clear?
  - What other visual cues might make the game more exciting or interesting?
  - How valuable is it to the spectators to be able to interact with other spectators? Or even the players? (not to give them any hints but to choose a side or cheer them on)
- For those who have played the paper version (from Project 1)
  - For both spectators and players, what about your experience has changed and what has stayed the same?
  - What improved? What got worse?

2. *Attach a copy of the testing survey, interview question list, observer sheet or other testing documentation used to gather & allow analysis of testing data. Could be a print out of a Google form.*

### B. Post Focus Test: Observations & Intended Actions

1. Number of testers:   3   Who were they: Our favorite instructors! (Rick, Philip, Sara)

2. Summary of results (should be supported by data gathered by testing.)

- Overall UI
  - Reading text was difficult in some parts of the game - either the font was too close together, was the wrong color, or too small.
- Gameplay
  - The number of moves per turn feels quite restricting- this was a comment observed across all players.

- "I like the challenge of having to find the right orientation to kill the swordsman from"
- Biggest feedback was on the idea of balance. For example, when you make a sacrifice with one character, you want to do it to gain some extra information or to be able to position yourself against your enemy.
- At the end of a game, would like to have more information on what info the player was lacking during the game. For example, after forfeit or end of game show the whole board state or a replay of what led to certain outcomes.
- Turning around really takes up a bulk of moves
- Because the players were not familiar with the abilities of the characters or challenges of the game yet, during team selection and placement phases, players commented that their decisions were semi-random.
- Feedback
  - "Am I connected to an opponent yet?" - lacking a lot of feedback on what is happening with connections, etc.
  - Players who have never played the game before were not even aware that it was a turn-based game at first. This may just be fixed by explaining the game very well - not necessarily a UI problem.

### 3. Intended actions/changes to design:

- Overall UI
  - Experiment more with letter spacing, layout etc.
  - Do more experimentation with readability in general by testing out colors, sizes, fonts, etc.
  - Need a more cohesive theme for the UI overall. The board's look and feel does not fit well with the characters and the font etc.
- Gameplay
  - Experiment more with the optimal number of moves/turn how to give players more flexibility in terms of how to spread out moves in a turn.
  - Try the concept of giving players a set of action points that they can distribute amongst different possible moves. Make turns the cheapest as to not make them feel so expensive.
  - Weigh each character's strengths and weaknesses and make sure that these are balanced out well.
  - I think we need better ways to teach players about the game and characters etc before they arrive at the actual game board.
  - Feedback could come from textual or auditory feedback. Consider putting in alerts or messages or sounds.
- Spectator View
  - Better mechanisms to understand what each player is strategizing and seeing.

### Interview Questions List:

- Players
  - Can you tell us what you think you're seeing on the board?
  - What do the different stats on the right mean to you? Are they helpful or confusing?
  - Controls: are they intuitive?
  - How did you form your strategies? Can you briefly describe why you made these decisions?
  -
- Spectators
  - At what points in the game did you get excited? Were there points where you got bored?
  - How did you choose which game to watch (if there are multiple channels)?
  - Would it be valuable for you to be able to communicate with other spectators or the player?

### Tester 1 (Rick, Player 1) Comments:

- Rick (P1) - never played paper prototype.
  - "Placement View: thought it was hold and drag, not click and drag. Can I do anything now? Yes. (because was not sure whether he had been connected to another player yet - better feedback.)"
  - It's turnbased not sure about this - tried to move and stuff (need better feedback that you can't move while other player doing things and whose turn it is)
  - 3 moves per turn - experiment more with this; (1 character 3 moves or multi character 2 moves)
  - "Weird to be playing in the dark - I kind of like it. Not sure how this would map out into real world space. "
  - It's frustrating that you make a sacrifice, but don't get things in return because of the loss of info - not necessarily a problem with game play but with strategy
  - Spectator - player interactions maybe to get a better sense of the state of the board
  - Forfeit or end of game show the whole board state!!!
  - "Turns really slowed things down, wish turns were free" - main point of frustration
  - I like the challenge of having to find the right orientation to kill the swordsman from

### Tester 2 (Sara, Player 2) Comments:

- Sara- has played paper prototype, but doesn't remember the experience too well.
  - Cannot read text on character selection. The text is too small and on too dark of a background.
  - Too late, I just picked my team (realized after the fact the importance of placement and characters).
  - Starting by trying semi-random placement - "not sure what placement is good".
  - "Your turn now" (clear text feedback) would be preferred
  - "Can only move in a direction I'm facing?" move-turn dynamic seems to frustrate people a lot

- "Archer is very hard to use" - "he needs to be more useful"
- With only two moves, I felt like I had little room to experiment during the game "no space for experimentation"
- "I wasn't sure if I would shoot/kill my own characters..."
- would like sounds
- Yes strategy would definitely be shaped by the initial game
- Try turns and actions different categories or stamina idea

**Tester 3 (Philip, Spectator) Comments:**

- Philip (Spectator) - weird font (experiment more with letter spacing, layout etc.)
  - Who's turn is it now
  - What's being selected
  - Low Pri: names for players, action points,
  - Want character stats "need more information on what these characters can do"