**Brain Fizz Play Test**

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**Intro**

After getting people to play test our game here are the results. I got them to play the game and didn’t tell them anything about it. I then asked them what they thought of it, wrote down notes that I observed and things they said, and gave them a questionnaire.

**Explaining the test**

The goal of the play test was to improve the game and to observe how someone who has never seen the game plays it.

After the test, they were given a Google Docs form to fill out. The form has 8 questions. 4 general questions and 4 questions that are more specific to the features I added. Here are the questions and what we were aiming to achieve by asking them.

1: How would you rate the game overall? (On a scale from 1 to 5)

* This is just a general question, nothing too specific but just seeing what they rated the game overall

2: What was the best feature of the game, in your opinion? (Small paragraph)

* A slightly more specific question, this was to see what their favourite part of the game was and why they enjoyed it

3: What was the worst feature of the game, in your opinion? (Small paragraph)

* This is the opposite of the last question, just seeing what they disliked most about the game so we can know what to focus on and make improvements

4: Do you have any suggestions for improving the game? (Small paragraph)

* This question was just to get a different perspective on things. Getting a person who has nothing to do with the games input is always very valuable as they have fresh ideas that you mightn’t have thought about

5: How helpful did you find the tutorial? (On a scale from 1 to 5)

* The tutorial is the very first thing in the game. It teaches the player all the controls and this is to see what they think of it and if it’s useful.

6: Were the controls easy to understand?  Explain why they were or weren't (Small paragraph)

* This is linked to the tutorial as you learn all the controls there. I wanted to see how memorable it was by asking if they could understand the controls

7: What do you think of the quest system? Could there be any improvements, if so what are they? (Small paragraph)

* This was to understand how easy it was to understand the quest system

8: When you completed a quest, how satisfied were you with it? (On a scale from 1 to 5)

* Once a quest is complete you are given a reward and this was to see how satisfied they were with it

**How play test was run**

I asked the play tester to play the game and say what the were thinking out loud. I told them that I could not help them in any way and that they had to figure out what to do themselves.

After the test I asked them to tell me what they thought of the game and then asked them to fill in the form.

**General Feedback**

Overall, the people who we got to play our game thought it was good but had quite a bit of stuff missing. The notes I gathered were:

* In the tutorial, right clicking on the walls to move to the next zone wasn’t clear
* In the tutorial, the drop item button was not clear
* You could attack and move while in dialogue
* Dialogue wasn’t very clear
* NPCs would be flying in the air
* No way of knowing what to do
* Some items couldn’t be picked up
* Lots of walking around but not much to do

**Questionnaire Results**

After gathering up all the results from the forms, here is what I got from them.

The number beside each sentence is the corresponding question number.

1. Most people enjoyed the game and rated it a 4 out of 5.
2. They thought the ocean, farm and buildings looked nice, as well as seeing all of the little weird creatures walking around.
3. The quests weren’t liked and understanding what to do wasn’t clear so it made people confused.
4. For improving the game, more quests were wanted so the player can get to explore more of the map, something to be added to the start of the game telling you what to do and introducing you to the story and for the player to jump higher.
5. The results for the tutorial were high with 2 people rating it 4 out of 5 and one 5 out of 5.
6. Most people thought the controls were easy to understand but one person said there were a lot which made it hard to remember some of the controls that weren’t commonly used in the game.
7. One person wanted more quests, another liked the system but wanted them to be in more depth and tell the player where to go and another person was also confused on where to go so didn’t get to use it much.
8. The results for completing a quest was mixed, a 2, 3 and4 out of 5 for how satisfied they were when they completed a quest

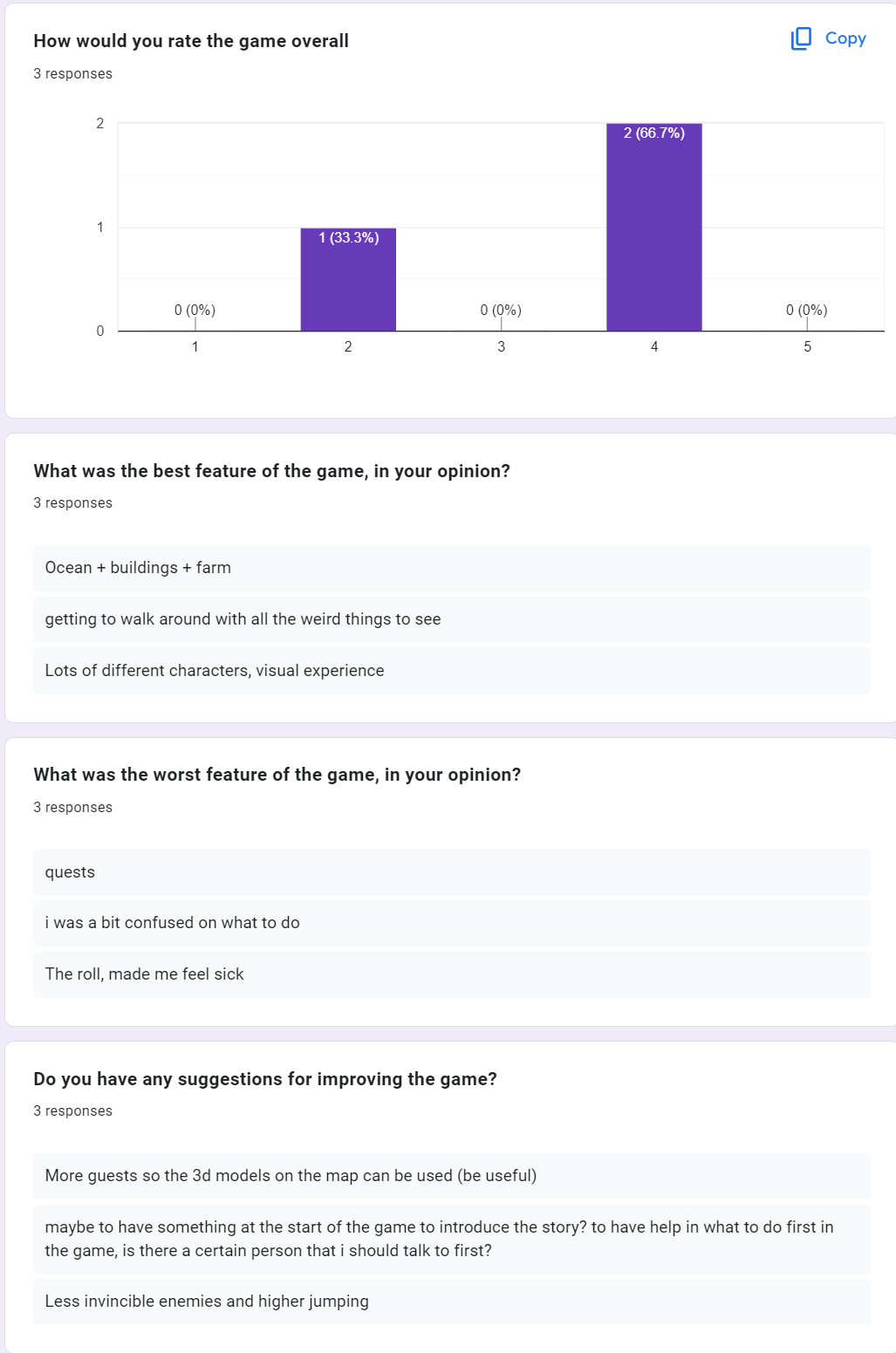
**Changes I made from them**

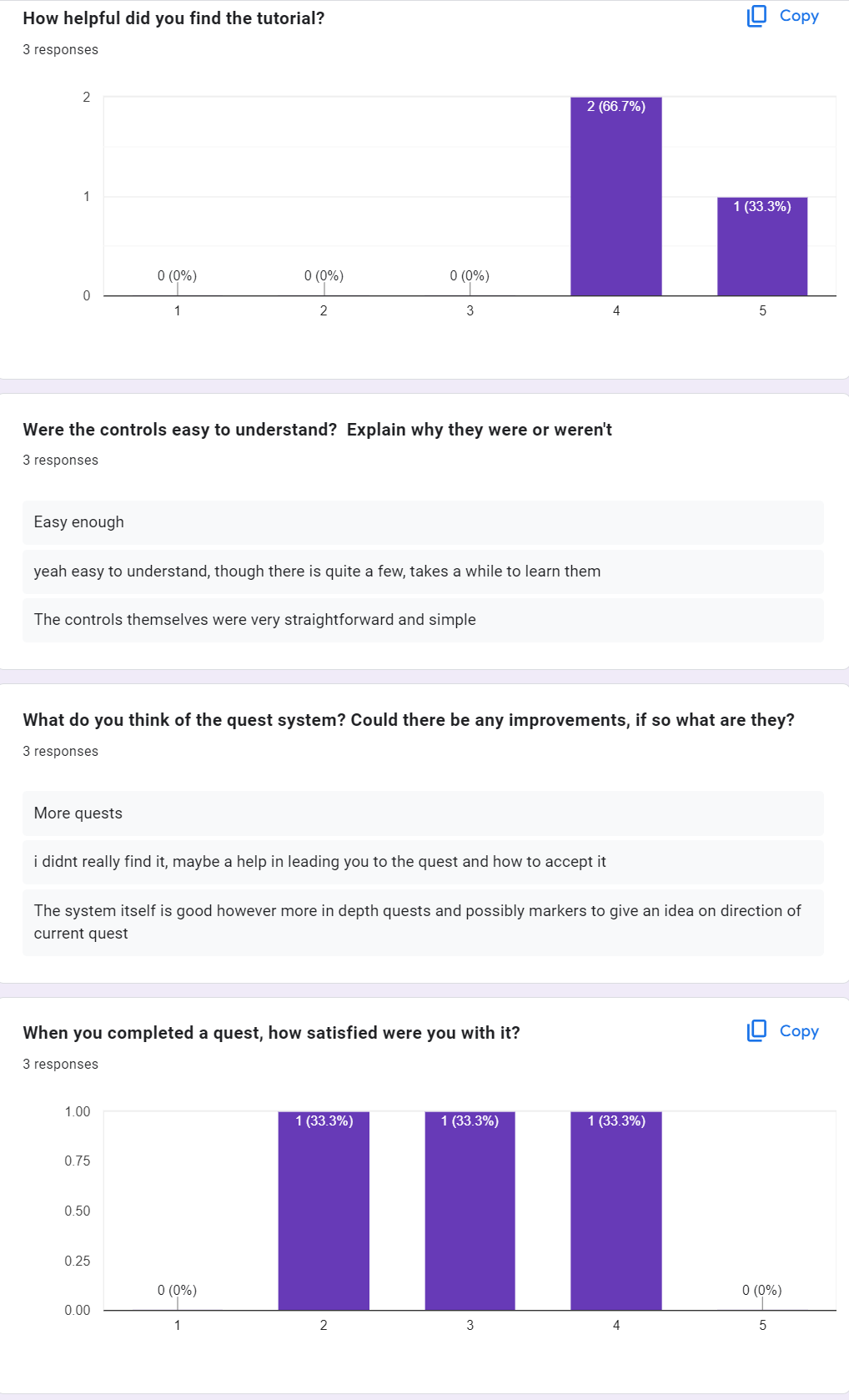
* I changed the NPCs around to make it easier to understand what is going on. I also changed the dialogue so the story is clearer.
* The character at the start introduces you to the story more now and is clearly laid out so you won’t miss him when you start
* There will be more enemies in the game which makes combat a lot more necessary.
* I have changed the dialogue so it will hopefully make the characters more interesting.
* I can add things into the game that makes it necessary to use the other movements such as places to roll under, crouch under etc.
* I added more creatures with health so you can attack and kill things now
* Finding a quest is now easier as the dialogue has been made clearer and the options to choose are more obvious
* NPCs will no longer fly because they were given gravity
* Dropping items is clearer now with the tutorial telling you how to
* All-important items can now be picked up along with much more
* You can no longer move and attack during dialogue

**Conclusion**

The game still needs lots of work but after that one playtests and results from the questionnaire, I learned a lot. By observing how someone not familiar to the game played it I could make some very good changes to it. In the future I might get other people to play test it and see how different they play the game compared to the first play test

**Appendix**

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