

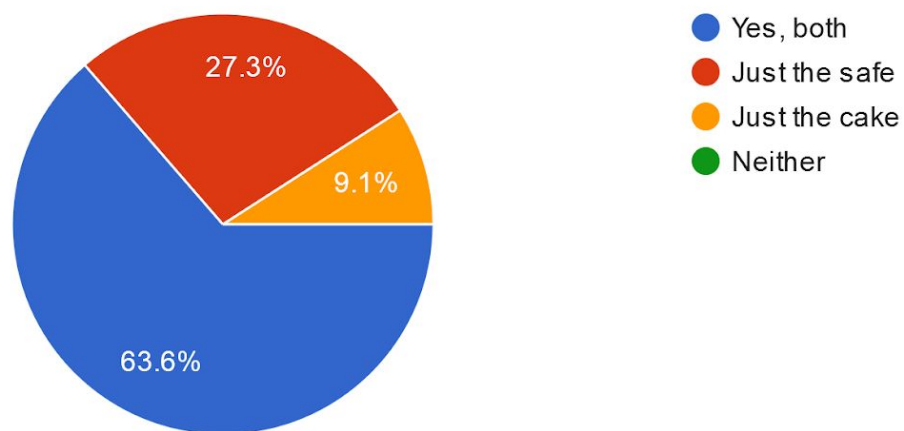
Bakery Escape User Testing #2 - Feedback Analysis

The goal of this user testing session was to see how players interact with the world, and how useful my prompts and pop ups are at guiding players to the next part of the puzzle. I want to ensure my game has a smooth user experience, so players can focus on exploring my world and solving puzzle, rather than spending too much time trying to figure out what to do next/how to perform the actions they want to do.

Q1.

Were you able to unlock the safe and bake the cake?

11 responses

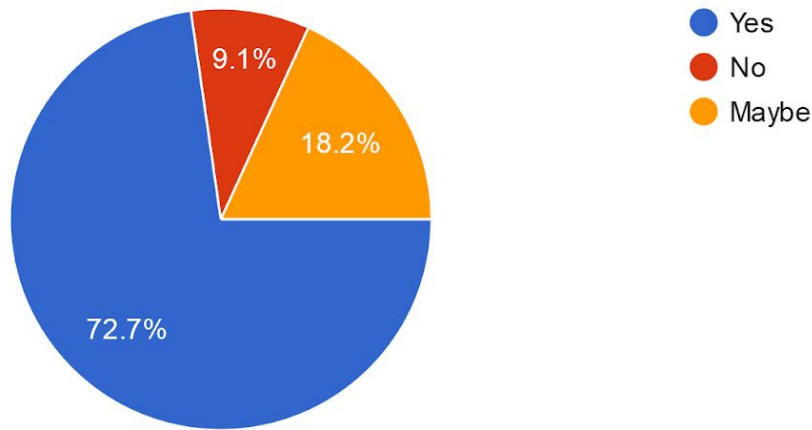


The majority of users were able to complete both puzzles in my demo, with everyone being able to do at least one. This suggests that it was clear to players how to solve the puzzles, and what they have to do in order to complete the challenge.

Q2.

Is it clear which items in the scene are interactable?

11 responses



On the whole, users confirmed that it was clear which objects could be interacted with, supporting my use of pop ups and cues to indicate how players can interact with the world. I will continue to use this system as I develop my project further.

Q3. How do you feel about the '!' and 'E' pop up icons? Is it clear what they indicate?

- It is good, although the icing bag should have an interaction that says they aren't ready to
- Showed me what to do, so i know that im doing the right thing
- They were clear indicators
- It is clear that the E is for interacting with objects and the ! is for deep lore
- I like them and it's clear if you already know what they generally mean in games, but the "E" did always pop up.

Generally the pop ups worked well to inform users of how to interact with the world. There was an issue with the E prompt always popping up even when irrelevant, so I'll need to remedy this, but otherwise I will keep the prompt system as it is.

Q4. Ingredients in the back of the Kitchen can be added to the bowl to be baked. How do you like how this works?

- It works fine, but it would be useful to have a small popup or text line to indicate when an ingredient is added
- Works well with the idea of you room
- It was nice but it felt a bit clunky and hard to click
- It works fine as it is, but picking up physics objects could be a better approach
- It's a bit tedious to click so much. I think it'd be more fun if you, for example like in Untitled Goose Game putting items in a shopping basket, could pick up objects and put them in the bowl?

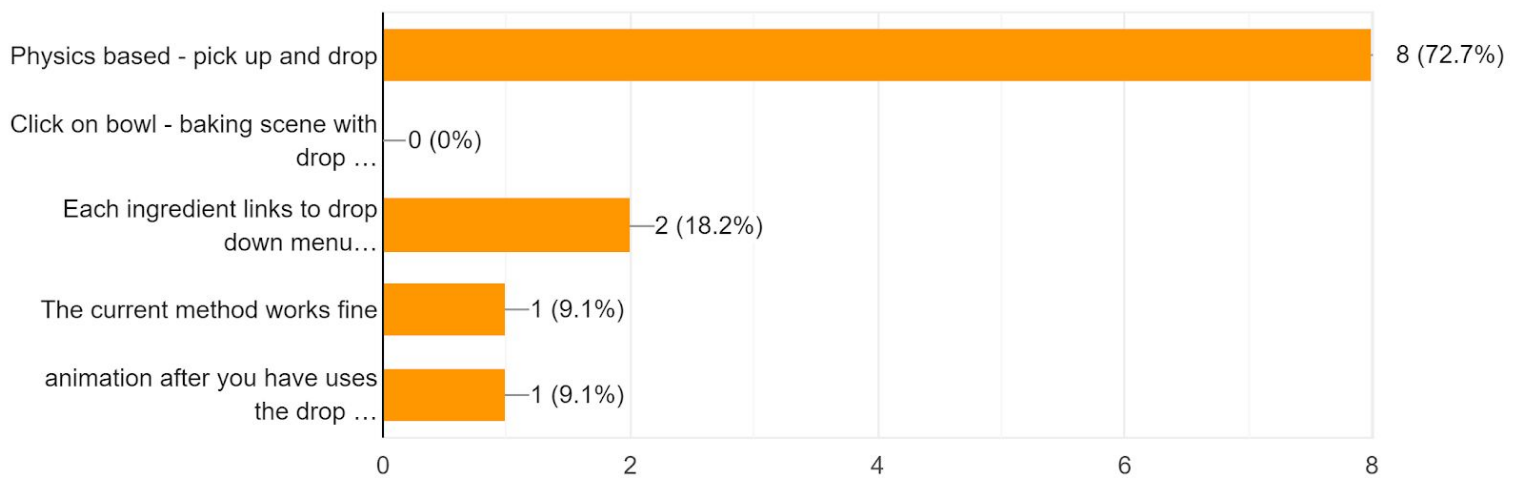
- I do! it would be really nice to see them be able to be moved around and reflect properly in the bowl
- I wish the screen locked when interacting the boxes moves slightly with the mouse

Feedback for my baking system shows that I need to change how it is done, with multiple users saying it felt clunky and a bit awkward. While physics would be a good suit, I think thats too large a task given the time remaining in the project, so I will brainstorm other ways ingredients could be baked, perhaps in a dedicated panel pop up. This also needs to show how much of an ingredient is added to make it clearer to the user that they have successfully added it to the bowl. I will also make sure to lock mouse look while panels are open, as this felt weird for users.

Q5.

How would you suggest ingredients should be combined to bake the cake?

11 responses



This confirms that I need to change how the cake is baked, to make it a more intuitive, natural and fun experience. I will look into how I may be able to add a more physics based approach, even if it just means objects can be collected by player and added to an inventory from which they can be baked. Again, time is an issue, so my main focus is to make baking a bit more enjoyabale and less awkward, but probably won't be able to introduce any big systems at this stage in the process.

Q6. Which next steps do you think I should take to make this a full product (MVP)?

- sounds and finish off the current puzzle
- More graphics
- Remove the dropdown lists, it doesn't work very well, or if you want to keep it, stop the player from moving while they are in the dropdown list.
- The ideas for the puzzles are good so far, so finishing them and maybe adding more would make this a MVP
- Add sound! You could make this feel so satisfying with a little bit of feedback!
- Wall textures and lighting will make an enourmous difference
- more textures

From this feedback I need to prioritise finishing gameplay, and then making the gameplay feel more immersive and satisfying by adding some improved audio and textures to tie it all together. I will focus on adding sounds that give player feedback on their actions, and improve user experience by developing the mood more. I will also start adding some cartoon-y textures to my models to add to the comic-style of my room and help with immersion.