Playtest Script for Space Race

Instructions to Investigators

Please explain the following to playtesters before beginning their first games. The game is played by four people, and it would be most valuable to us to have players that have not previously played the game before. We would like each group to play the game at least two times to see how the experience changes the players' strategies if at all. Our game provides simple interactive instructions, but all controls are listed at the end of this document.

If possible, please record audio while playing the game and encourage players to talk aloud about the game and their thought process. After playing, please direct the playertesters to our survey at https://goo.gl/forms/9wjHFM5aROVt90hr1.

Introduction

Thank you for taking the time to playtest Space Race. Space Race is played with four players split into two teams that compete with each other to build a rocket ship and subsequently destroy the opponent's' ship. The game is split into two discrete phases: a build phase and a battle phase.
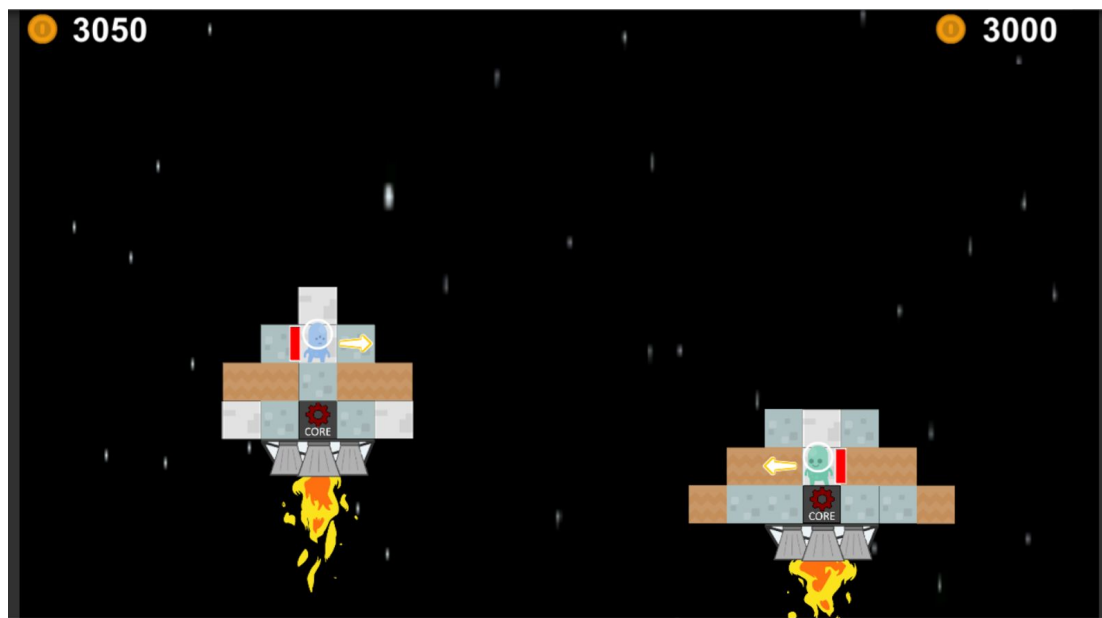
Build Phase
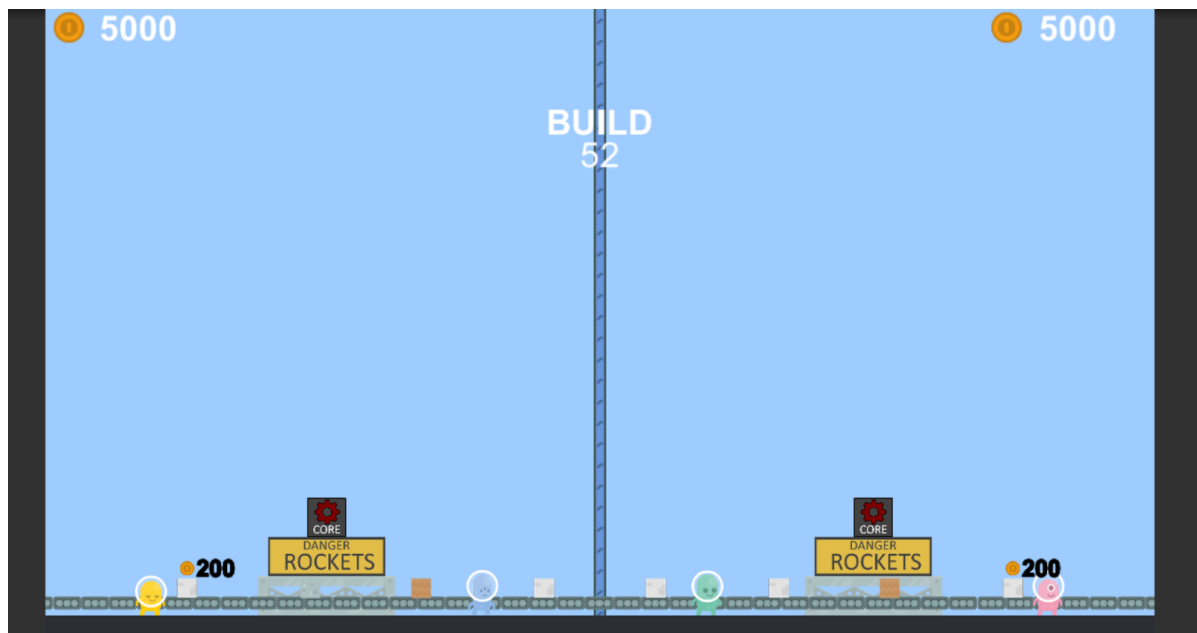
During the build phase, the teams are sectioned off from each other by a divider running vertically through the center of the screen. Resource elements will spawn and move across the bottom of the screen where the players can pick them up and place them on their rocket to build it larger. At the end of the build phase, players will be instructed to mount their creations, and the battle phase will begin.
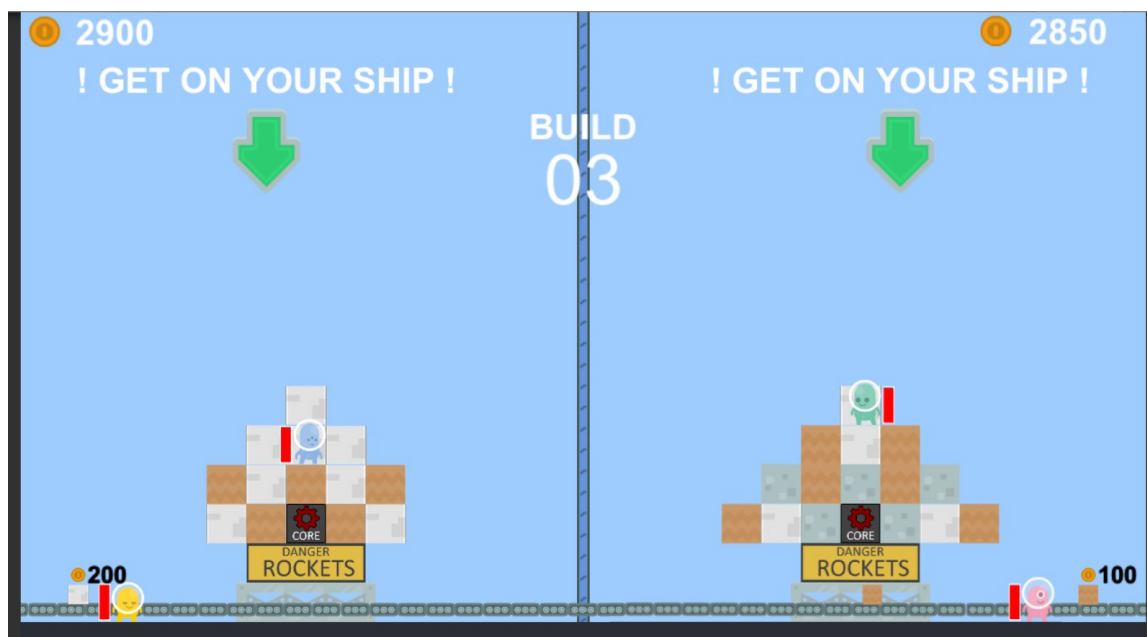
Battle Phase

Once the battle phase begins, the ships will lift off, leaving behind the divider and allowing the two teams to interact with each other. Players will now be able to shoot their opponent's ship, decreasing the health of individual blocks or aim for the players, trying to knock them off. Bullets shot offscreen will wrap around to the other side, allowing players to attack from multiple directions. One player from each team will also be able to pilot the ship by moving to their core block and interacting with it. A team will win by either knocking the other team off of their ship or by destroying the other team's core block.

Controls

Action	Input
Player movement	Left Joystick
Jump	A
Jetpack	Left Trigger
Down-Jump	Left Joystick Down + A
Build Phase Only	

Pick Up Block	Y
Block Placement	Hold Y, Move Left Joystick to Position, Release Y
Drop Held Block	B
Throw Block	Right Trigger (Hold to Charge)
Battle Phase Only	
Aim	Right Joystick
Fire	Right Trigger
Pilot Ship	Y (While standing on core)
Exit Pilot	Y
Move Spaceship	Left Joystick