



# Playtesting Report

Amber Studio 2016

*A fun, deceptively cute game that will end up fraying your nerves a bit when reaching the higher levels.*

*Playtester*

Francisc Traian Apostu  
Aurelian Talpasanu  
Catalin Slobodeanu  
Stefan Podea

# 1 Contents

1. Contents	2
2. Purpose	4
3. General feedback	5
4. Results of questionnaire	8
5. Overall impression	12
6. Conclusion	15

## 2 Purpose

### Purpose

We have conducted an internal playtest here in Amber, in order to gather data and feedback about our new IP in development, codenamed Linktwin.

The purpose of this research was to refine the audience for the game and refine the design and development of the game mechanics and game experience. In addition, research helped to refine and iterate upon core mechanics, game features and project goals.

Linktwin is a brain puzzle mobile game in which the player has the objective to find a solution to match two clones to two exits. This will make the player advance to the next level. The player will meet different and more interesting mechanics as he progresses.

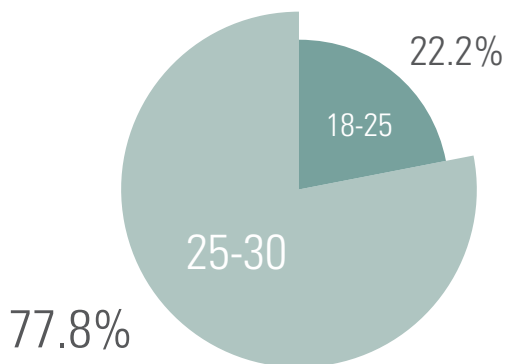
### Participants

The playtest used the Amber QA Dayshift group consisting of **38** individuals.

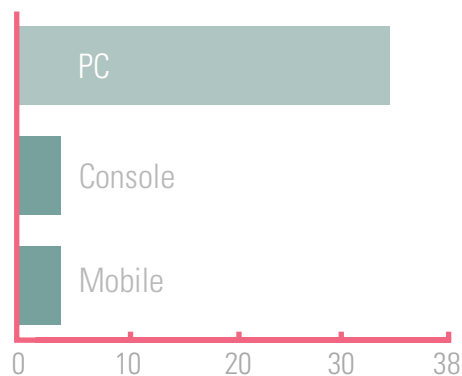
We have done two playtesting sessions with different people. Most of them were more experienced players, but some of them had nearly no affinity towards video games.

Most of the testers played the game only once, some played it several times and for more than just one round. The players were all between 20 and 30 years old.

#### Age of testers



#### Platforms played



## 2 Purpose

### Playtesting and Observation Methods

Participants engaged in a playtesting session. The playtest, used an intermediate prototype of the game with 25 levels as part of a 15-minute playtest session for each group.

The playtest involved observation, as well as design questions and think-aloud prompts in order to understand player choices and possible solutions for design problems evident during the course of play.

*"Simple, yet challenging. Later on you get obstacles and some more little people to guide through the levels. With a bit of imagination you should make it just fine" - you should really call this game "life simulator".*

Playtester 1

### Risk

The primary risk of the playtest was the level of bias of the individuals taking part of the procedure.

Therefore, we want to note that the playtesters do not represent our target audience, and also they are employees of Amber, therefore their level of honesty could be affected because of this.

### Post-Playtest

After the testing sessions, all participants filled out the questionnaire and gave some additional oral feedback.

The statistics/graph of the evaluated questionnaires can be found under point 3.

## 3 General Feedback

### Summary

The overall reactions of the game were very positive, with people saying that the game it's interesting and that they did not see anything like this before.

The overall positive reactions strengthen the fact that the concept has potential on the market. Although the testers do not represent our target audience 100% we are surprised by their reactions, since they almost all do not play mobile games.

All of the testers were immersed into the game and they did want more of the game when the session was over.

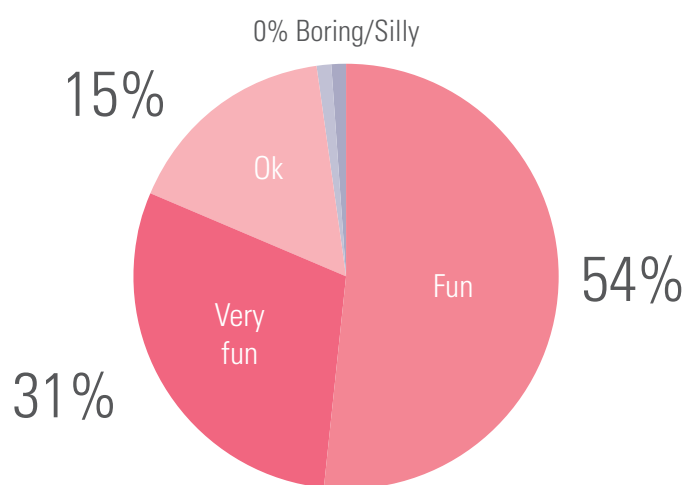
All players said that they would play the game and that the controls felt really nice and intuitive.



## 3 General Feedback

### Fun factor

The game was considered fun and interesting. Some players pointed out that the game might get boring after a few levels and increasing it's difficulty does not necessarily bring the "fun" element.



Most of the players think that the game is not confusing. The game in this version seems like it's simple, straightforward, but not easy. The game is challenging and it forces the user to think differently at every level.

*The game is fun and addictive and it becomes more challenging as you are advancing in the game. You will not get bored and you will want more.*

Playtester 2

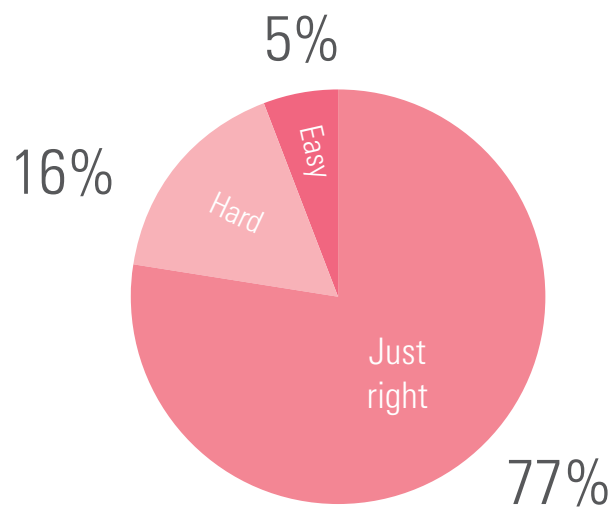
The fact that the user has to find new patterns at every level is extremely important. Users compared the game to the classic game of Sudoku.

Players seemed to comment on the lack of tutorials and sounds, but this did not interfere in their overall gameplay experience.

## 3 General Feedback

### Difficulty factor

Testers found the game easy at beginning, but it gets difficult, as they stated. They had difficulties in passing the first 15 levels in 15 minutes. But this fact did not influenced the testers to say that is frustrating or very difficult. They wanted to try again and again



*"It's a cute puzzle game that starts very easy but gets pretty challenging along the way. You have to put tiny men into holes using swipes without falling off the platform and you will also use your environment in order to do that"*

*Playtester 3*

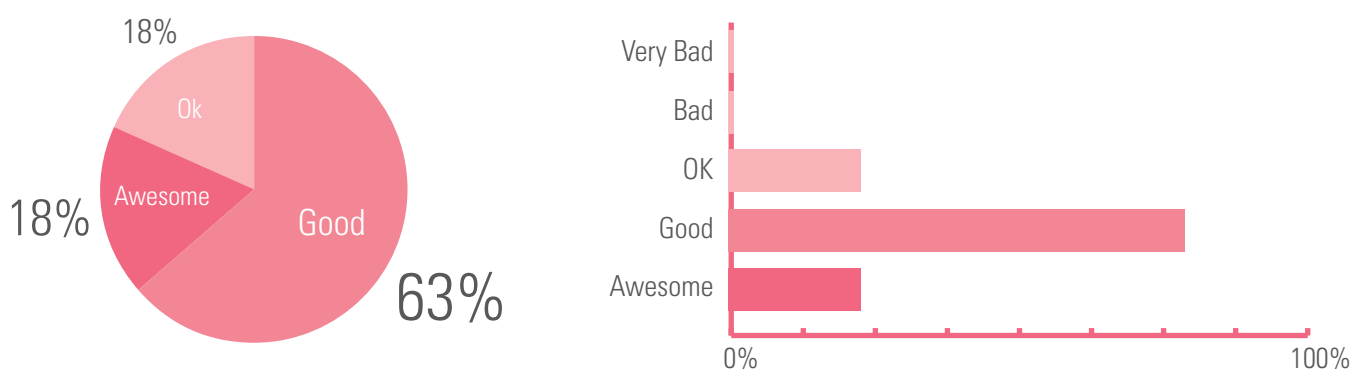
The difficulty curve was not very smooth and this was reflected in the tester's attitude and reactions. When introducing a new mechanic it requires an explanation.

Most of the players thought that the introduction levels were too many and that part took too long. In conclusion, the existent introduction levels need to be refined and rethought into something much more compressed and easy to understand.

## 4 Results

### First impression

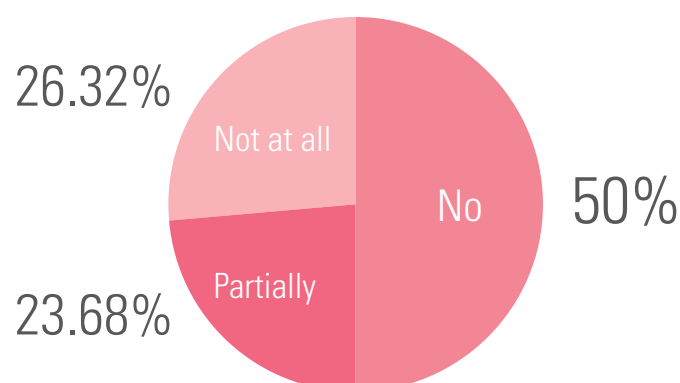
Participants had a general good impression of the game. Most of the testers commented about how easy the game was in the first few minutes. Most of the testers found the game “Challenging” not “Difficult”.



### Understanding the game

23% of the participants said they had few difficulties in understanding the game from the beginning. Especially when introducing the “box” mechanic.

Did you had problems understanding the game?



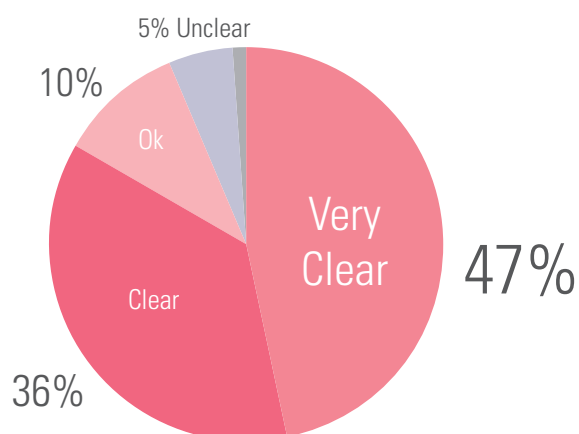


## 4 Results

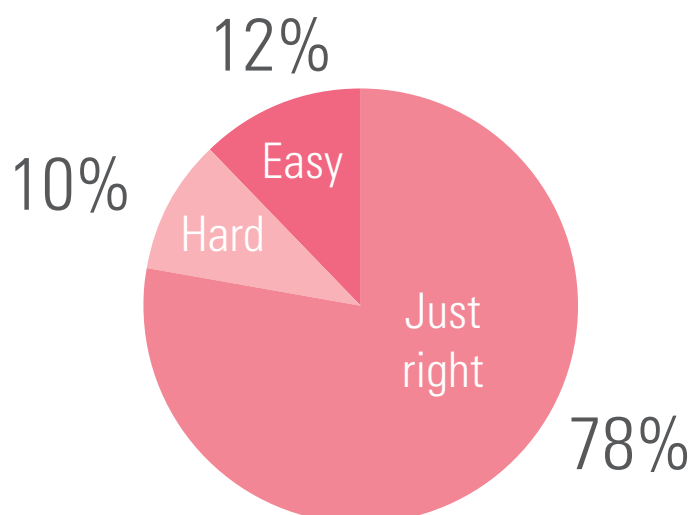
### Objective of the game

All of the testers understood the game, with a few exceptions. Some of them had difficulties in understanding the first mechanic introduced, the “box”.

How was the objective of the game?



How did the game feel?

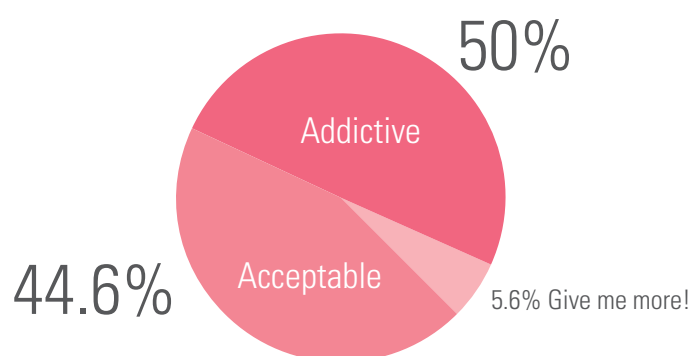


## 4 Results

### Gameplay

Testers thought that the gameplay is very addictive and you can't help it, but try over and over again. Most of the testers also said that most of the levels are a matter of trial and error to find the solutions.

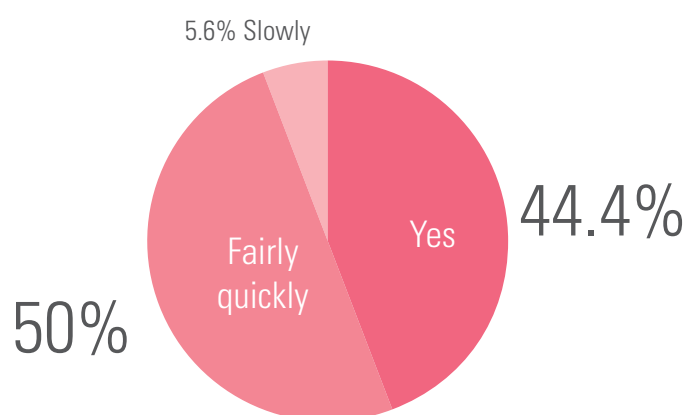
What were your thoughts about the gameplay?



*The game is a fun one where you have to think how to move the characters into the hole. The more you advance through the game, the more difficult it becomes and you will have to think more about the moves you have to make.*

Playtester 4

Were you able to learn how to play quickly?

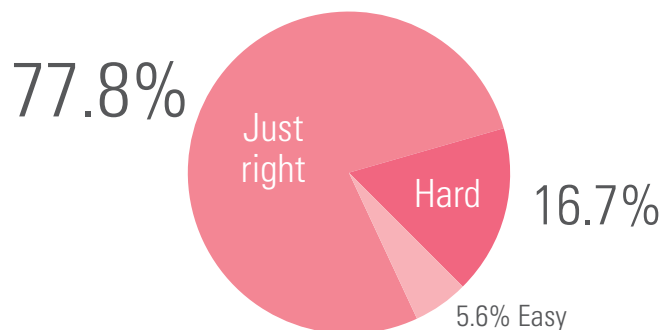


## 4 Results

### Difficulty and progression

Players have stated that the game is “challenging” not difficult when asking them what they think about retrying a level several times.

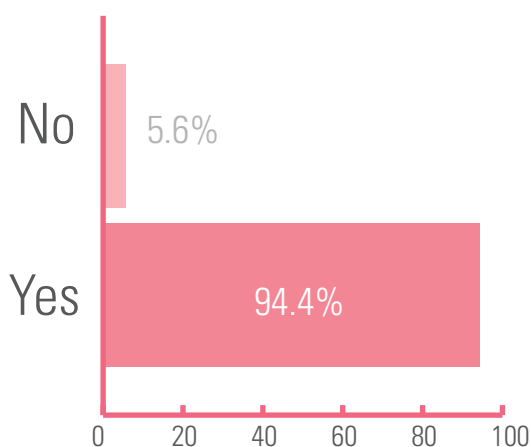
How did you find the overall difficulty progression?



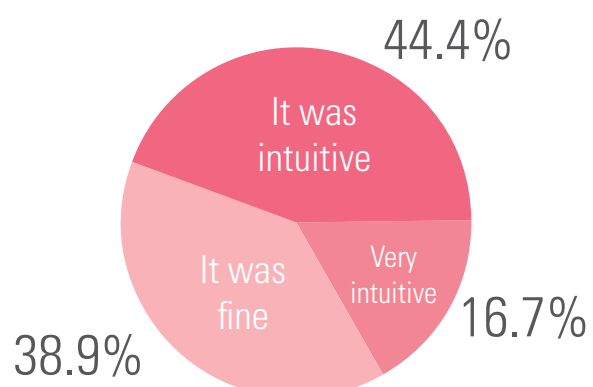
### Controls and rules

Players had difficulties in understanding that they can swipe anywhere on the screen. Almost all of the players thought that they need to put their finger on the avatars.

The procedures and rules were easy to understand



Did the controls makes sense?

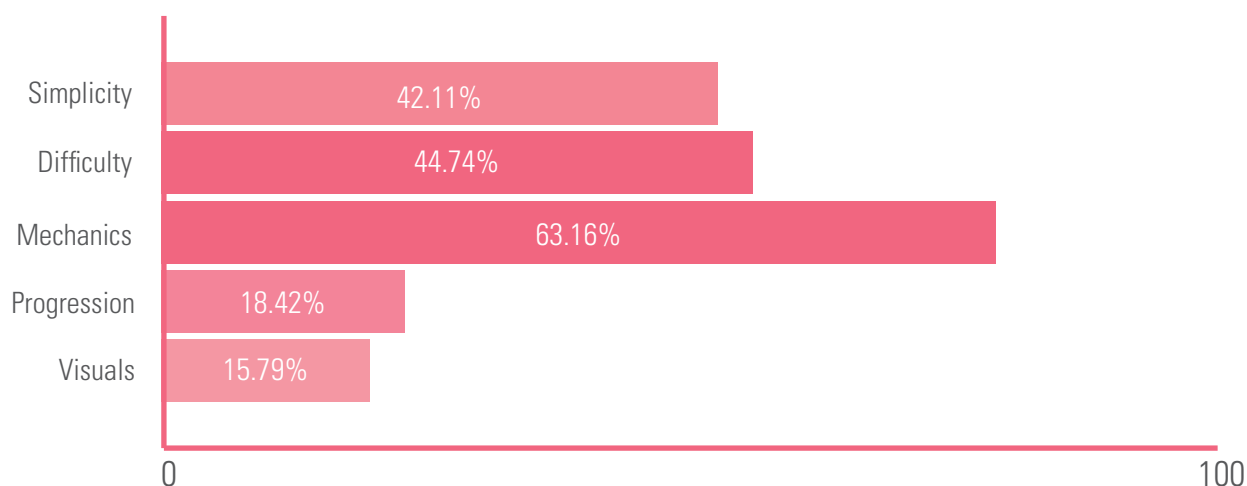


## 5 Overall impression

### Appeal

Players said that the game is mysterious at the beginning and after that they thought that it's cute and simple. Some players said that we lack color and background graphics on the board.

What elements of the game attracted you the most?



If you could change one thing, what would it be?

The background should be more varied x6

The difficulty should be higher x3

The tiles should be bigger x2

I should be able to choose the levels I want to play by difficulty x1

The difficulty should raise along with user progression x1

The UI should be more entertaining x1

Too early to tell x1

The levels should be solveable in more than one way x1

The game should tell you that you failed in a more aggressive way x1

## 5 Overall impression

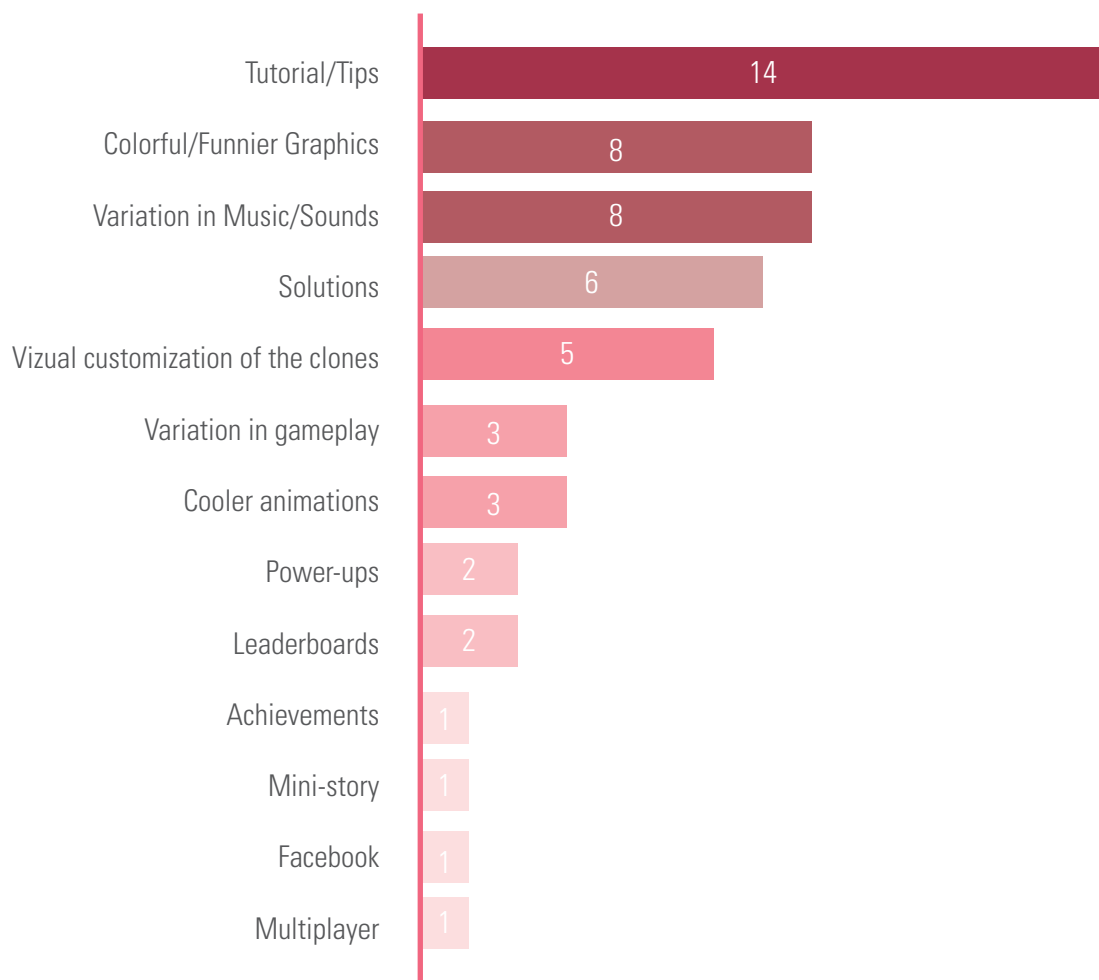
### What's missing?

Most of the players observed the lack of Sound and Tutorials. They said that they wanted some sort of tips and tricks to teach them how to use the “box”. Therefore tutorials are an important element in this game, although we thought that the game is intuitive enough.

*Maybe more colors added to the background would have been better. The UI is fairly choppy, which is explainable though, given the early stage.*

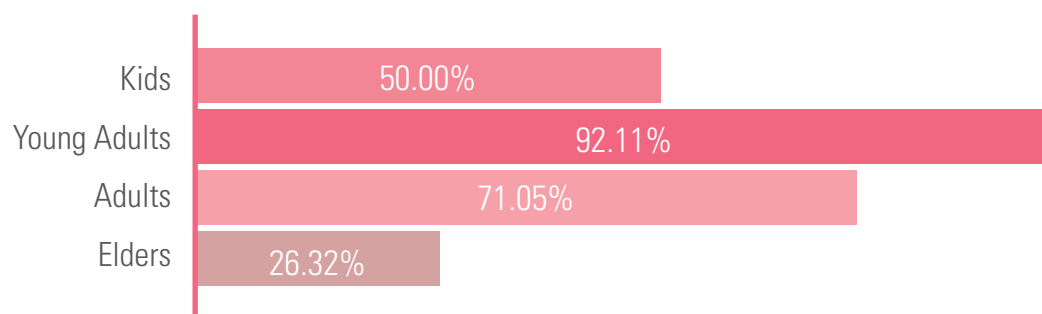
*Playtester 5*

What was missing from the game?

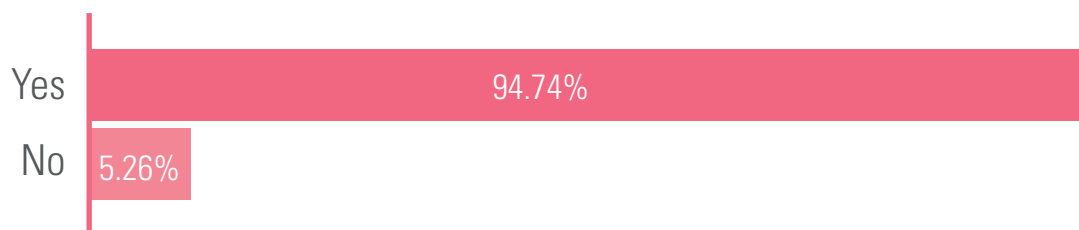


## 5 Overall impression

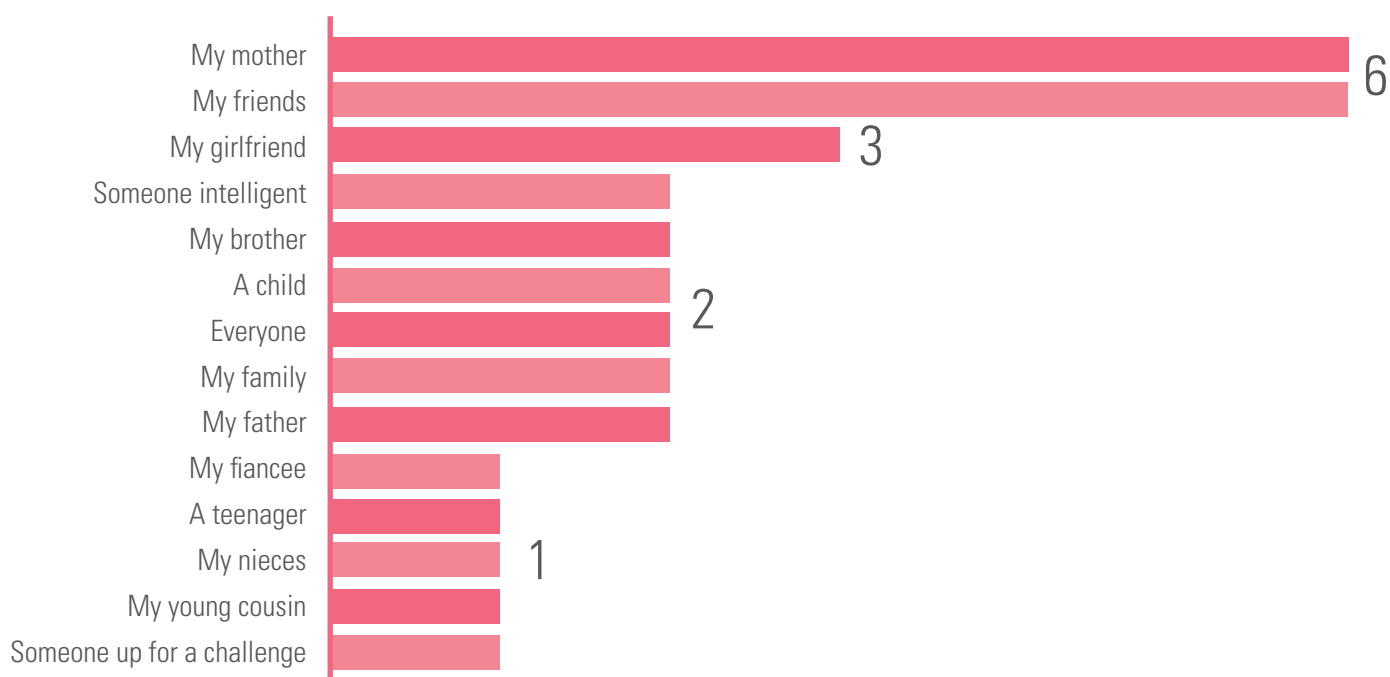
Who do you think is the target audience for this game?



Would you recommend this game?



If you were to give this game as a gift, who would you give it to?



## 5 Conclusion

The testers found the core mechanic and the “box” mechanic interesting and unheard of. They wanted more and they stated that this is a game that they would play constantly in their free time.

The results of the playtest indicate that we approached the difficulty curve in an aggressive manner and we should try to make it smoother. Also new mechanics need to be introduced with no challenge in the respective levels.

The new mechanic and the fact that the player needs to learn it, is already a challenge.

The game needs strong tutorials and sound design. This will enhance and strengthen the experience. The gameplay needs to be emphasized by high quality tutorials and UX.

Most of the players want to recommend the game to their siblings and closest female friends or partners, which means that we should be very careful about the big proportion of female audience on the mobile platforms and how we can appeal to them.

Most of the players were attracted by the mechanics of the game, the simplicity of the mechanics and how the game makes you think in different ways in each level. Each level brings a new challenge that puts the player in the situation to think logically in a distinct way then the previous level.

The game is easy to understand after the players received indications on how certain things work. Although this were understood quickly we need to focus on delivering this information through the game, without too many texts or animations.

Some players felt the need of a motivation. Because of having no instant gratification, players thought on how the player might make them more motivated. Some of them said that they want a mini-story, while others were more pragmatic and they have observed the lack of a rating system or some “stars” at the end of a level.

In the player’s game language, they expect to get some sort of reward, even if it’s just visually, at the end of a level.

In conclusion the playtest was very helpful to point out some of the things that we really need to focus while developing this game. The playtest was very conclusive and we are planning on doing more playtests.

Thank you!