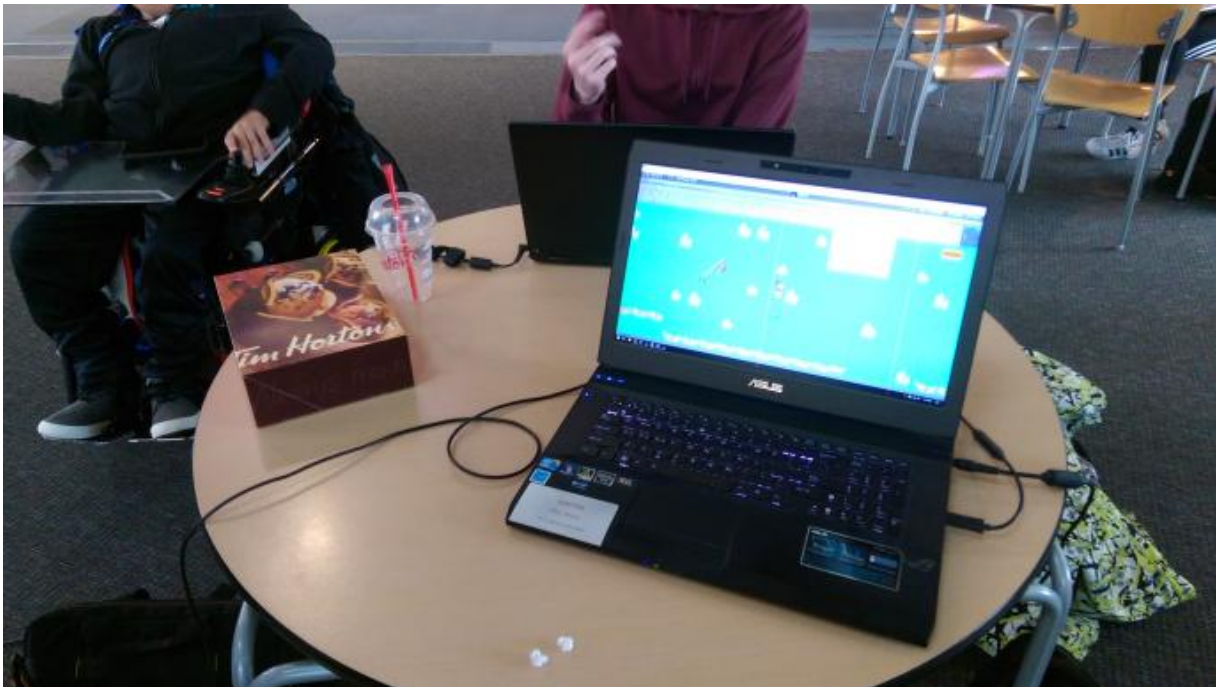


Name of Team: Game Dispenser

Names of Team members: Piet Voute, Shawn Dhillon, Nick Mason, Kelvin Chan,
Neena de Ruiter

1. Setup: number of sessions and number of people for each session. Lab location and setup. A picture of the prototype setup in the room.

As a team, we conducted 3 separate playtesting sessions. Each session consisted of one person per session. We set up the prototype for the playtesting sessions by securing a table in the mezzanine at SFU. We invited various users to our table to test our game.



2. Users: who are they ? Age? Gamer types? Player type?

When looking at the users who tested our game, they were all students from SFU. Our first tester was a male in his late 20s, he classified himself as a mid core gamer. Our second tester was a male in his mid to late 20s, he classified himself as a casual gamer. Our third tester was a male in his mid 20s, he classified himself as a mid core gamer. Our final tester was a male in his mid 20s, he classified himself as a hardcore gamer.

3. Procedure: describe what you did, what did you tell the users? How did you introduce the game, if you did?

We introduced the game and told them about basic game mechanics, since we didn't have a tutorial level. We explained that it's a game where you play as a siege engineer, and you

have to gather wood and stone to repair the fortifications. as they got used to the controls more mechanics were introduced like how carrying more resources slows the character down. they played for 3-5 minutes and were asked to narrate their thoughts on the game so we could get live feedback. Afterwards they were asked to give their final thoughts on the game, then we thanked them for their time and offered a donut.

4. Pictures to show each of the playtesting sessions with play testers presenting



5. Observation notes: what did they say? Try to be objective and write everything with no bias.

Tester #1

First Playthrough

- Like waiting tables game
- What buttons?
- Do I need to press button to pick up
- How do I use resources?
- Didn't know that resources slow you down
- Was a bit confused by hold instead of pressed
- More visual feedback
 - Getting hit by bombardment
- More prompting for what buttons and each interaction
- Didn't know trebuchet protected the other objects in the scene
- Only doing it because we told them to do it
- No purpose besides having to keep working
- Unlike waiter game, there isn't a direct drive to become invested

Tester #2

First Playthrough

- Confusion about the controls
- Unsure of how the bombardment works
- Not sure of all the controls
- Movement bugs where a big issue
- A little bit hard
- Too many objects

Tester #3

First Playthrough

- Same button for both repair and drop is awkward
- Too easy to make mistakes when trying to repair
- Not much need to go around the map to get resources because the respawn fast
- Not much need for the bottom of the map

Tester #4

Several playthroughs

- holding A not intuitive
- clipping bug very disruptive
- bad level design, constantly have to fight the environment
- controls (bugs aside) feel alright
- building should show resource requirements to repair
- too difficult for a first level
- gate is too punishing, it's hard enough to repair it and get to the catapults, catapults often get ignored
- should spend multiple resources at once for a bigger heal
- bombardment too often
- immersion: catapult doesn't track people
- should be able to jump down ledges (pokemon)
- vertical ledges don't look like obstacles
- some elements should not have collision (trees)
- gate should be easy to repair, only take one resource

6. Reflection: what did you learn through this session? What conclusions can you make?

When reflecting on the various playtesting sessions with our prototype, we received and learned some valuable lessons we could use to improve our prototype for the next iteration. Almost all of our testers mentioned that our map/game world was too large, as the bottom half of our map was rarely/almost never used. Furthermore, it was also mentioned that the control scheme was off, in the sense that testers had to use the same button to repair and drop resources. The resource respawn rate was too fast, making

navigating the whole map useless. The biggest piece of feedback provided by the testers was the discovery of a bug that traps players in the walls if they get too close.

In terms of overall conclusions, as a team we will first and foremost fix the wall clipping bug as it currently the most pressing issue that is affecting our game. Next, we will make the size of our level smaller so that players have a chance to explore the whole map. Next we will decrease the resource spawn rate to increase playability for the game. Finally, we will adjust the level design to include less objects and obstacles so that players find it easier to navigate the map.