Play Testing

Tester 1: Hayden

*Pre-final build

Overall Experience:

Rate your overall experience playing the game from 0-5 (0 being the worst and 5 being the best)

1   2   3   4   5

A brief explanation of your experience. Highlight one thing you enjoyed and one thing you did not enjoy:

I like the idea of managing the ships health however the simple interact and press button doesn't feel game like, I would expect some sort of resource/puzzle based repair mechanic

I did not enjoy the current fred feeding mechanic as it felt like a hinderance to the core gameplay loop of repairing the ship rather than the core mechanic itself, I would expect there to be more systems built around feeding fred or the consequences for not feeding him

Game Mechanics:

Identify any game mechanics that felt intuitive or unintuitive:

The map was very intuitive however there were no hovering prompts over the food or the ship parts to repair which I didn't intuitively press e to interact with, The sprint was intuitive but I would hope that it was a toggle or at least the option to make it a toggle

Improvements to enhance the game mechanics:

More puzzles, systems such as breakpoints in fred's hunger that cause events on the ship and extra hurdles or systems along the way to gather food cubes for fred

Controls:

Were the controls easy to learn and use?

The controls were very intuitive once the e button was explained to me

Did you encounter any issues with the controls?

Just didn't know about the e button + toggleable sprint

User interface:

Was important information presented clearly?

The ship parts green/red highlight on the map definitely pulled me to them and was displayed well, the food room was not displayed in anyway on the map which may be by design and is possibly fine

Did the user interface enhance or detract from the game?

Difficulty:

Was the game too easy, too hard or just right?

The game was too easy but in a boring way due to a lack of features to interact with

Explain if any challenges felt challenging or unfair:

It felt annoying to have to travel arbitrarily back to the same room for food everytime

Bugs:

Document any bugs you encountered during play testing:

Tester 2: Big T

Rate your overall experience playing the game from 0-5 (0 being the worst and 5 being the best)

1   2   3   <mark>4</mark>   5

A brief explanation of your experience. Highlight one thing you enjoyed and one thing you did not enjoy:

Game loop was chill, but needs more explaining as id have no idea what to do with help

Game Mechanics:

Identify any game mechanics that felt intuitive or unintuitive:

Feeding the beast was fun

Improvements to enhance the game mechanics:

Stamina enhancements? Upgrades after a certain amount of trash has been deposited, need markers for trash and the engine

Controls:

Were the controls easy to learn and use?

Controls were basic and easy to use, but can I use esc to close map

Did you encounter any issues with the controls?

None I noticed

User interface:

Was important information presented clearly?

Index on map so I know what the markers mean

Did the user interface enhance or detract from the game?

Maybe the engines 'health bar' could be easier to see or laid out differently as it difficult to know what its doing until the game over comes out.

Difficulty:

Was the game too easy, too hard or just right?

It was hard due to having no time to do anything (skill issue maybe), and stamina is very limited

Explain if any challenges felt challenging or unfair:

Bugs:

Document any bugs you encountered during play testing:

Markers not being on the map

Tester 3: Amber

Overall Experience:

Rate your overall experience playing the game from 0-5 (0 being the worst and 5 being the best)

1   2   3   4   5

A brief explanation of your experience. Highlight one thing you enjoyed and one thing you did not enjoy: The flashlight works great and there is nun chucks

Game Mechanics:

Identify any game mechanics that felt intuitive or unintuitive: sprinting

Improvements to enhance the game mechanics: interaction being a different key or a pop up saying what key it is

Controls:

Were the controls easy to learn and use? Yes

Did you encounter any issues with the controls?

No

User interface:

Was important information presented clearly? No

Did the user interface enhance or detract from the game? No

Difficulty:

Was the game too easy, too hard or just right? Hard I had no idea what I was doing

Explain if any challenges felt challenging or unfair: Fixing the ship and looking for trash was hard

Document any bugs you encountered during play testing: The trash was not easy to find

Tester 4: Rob

Overall Experience:

Rate your overall experience playing the game from 0-5 (0 being the worst and 5 being the best)

1   2   3   4   5

A brief explanation of your experience. Highlight one thing you enjoyed and one thing you did not enjoy:

Aesthetics are nice and consistent.

Need to be able to see through the window.

Game Mechanics:

Identify any game mechanics that felt intuitive or unintuitive:

Movement was unituitive, not clear what to grab to feed geroge.

Improvements to enhance the game mechanics:

Improve the above.

Controls:

Were the controls easy to learn and use?

Controls easy for gamer.

Did you encounter any issues with the controls?

Sliding through wall sometimes.

User interface:

Was important information presented clearly?

No. Had to be told by devs what to do.

Did the user interface enhance or detract from the game?

It was fine.

Difficulty:

Was the game too easy, too hard or just right?

Too hard. Not sure what to do in time.

Explain if any challenges felt challenging or unfair:

Just not enough time to learn what to do. No warnings.

Bugs:

Document any bugs you encountered during play testing:

Just the wall impacts.

Tester 5: Jenna

Overall Experience:

Rate your overall experience playing the game from 0-5 (0 being the worst and 5 being the best)

1   2   3   <mark>4</mark>   5

A brief explanation of your experience. Highlight one thing you enjoyed and one thing you did not enjoy:

I really like the assets. The materials all feel like they fit together. The skybox outside the windows is a nice touch.
I don't like the contrast in mouse speed in the different states of the game. When you are controlling the camera in first person the mouse speed feels very high. But when you fix the red boxes the mouse feels very slow

Game Mechanics:

Identify any game mechanics that felt intuitive or unintuitive:

Intuitive: Walking with WASD, looking with mouse, Pressing ESC for pause menu

Not intuitive: interacting with E and not click, how to do anything since theres no tutorial of any kind

Improvements to enhance the game mechanics:

A "press e to ___" popup when looking at interactables

Controls:

Were the controls easy to learn and use?

As above, movement easy, interaction was unexpected, but easy to get used to

Did you encounter any issues with the controls?

I expected Left Click to be interact, not E

User interface:

Was important information presented clearly?

Mostly, Crate count and Sprint bar made sense. Hunger bar only made sense once I fed George

The "Exit" button in the pause menu does not exit the game, it goes to the main menu

Did the user interface enhance or detract from the game?

Hunger bar was distracting but in a good way, all enhanced

Difficulty:

Was the game too easy, too hard or just right?

Without knowing this game, I would say its too hard, theres not enough time to get crates and fix red boxes before George kills you from being too hungry

But since I know the game I know theres a bug to spawn more crates and that the red boxes don't have to be fixed

Explain if any challenges felt challenging or unfair:

The time management as above

Bugs:

Document any bugs you encountered during play testing:

If you paused the game crates would continue to spawn

Fixing the red boxes reduces hunger but doesn't return sprint meter