From Prototype
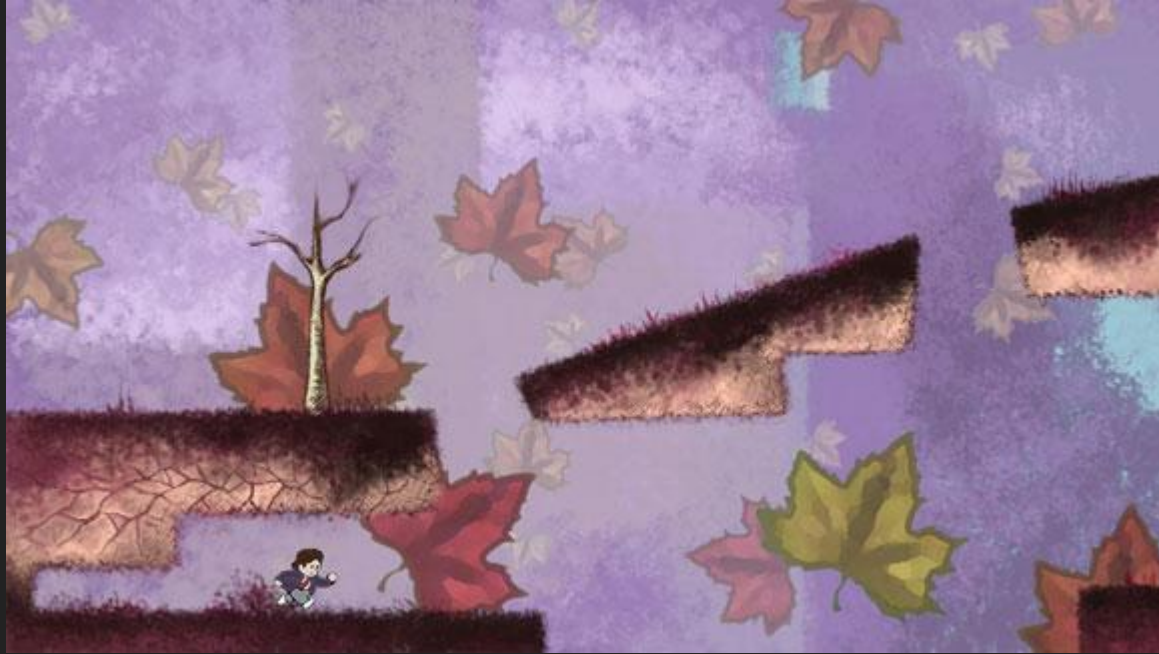# to
Finished Game

From Prototype to Finished Game

From Prototype to Finished Game

From Prototype to Finished Game

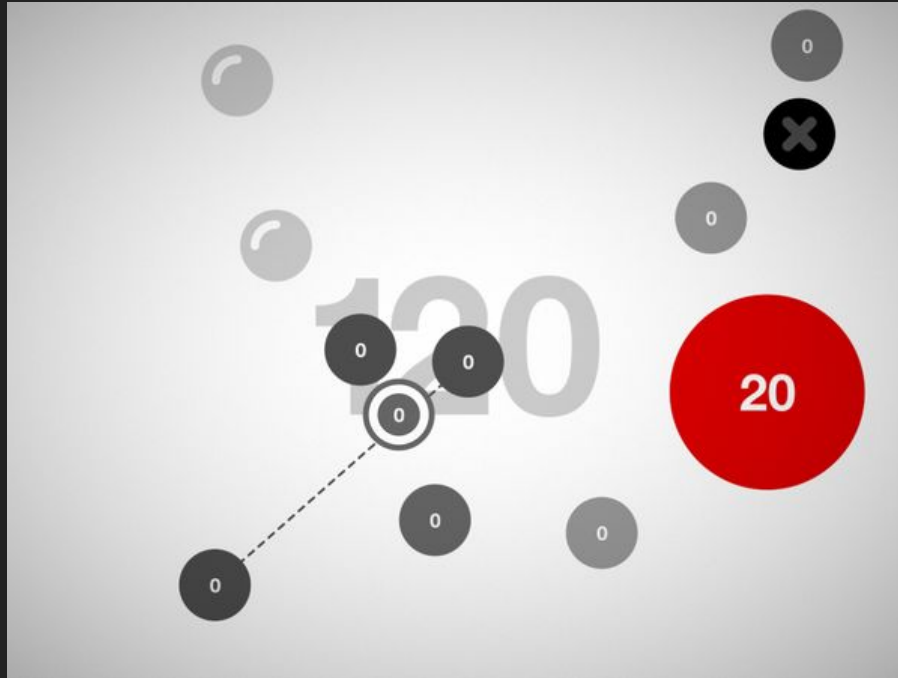# From Prototype to Finished Game

Overwatch was released May 2016

Final game does not always have to look much different than the prototype!

Final game does not always have to look much different than the prototype!

90% done?

Let me know when the other 90% is done.

Part of your game that might need some love:

Various screens having nothing to do with game play:

Title Screen

Credits Screen

Game Menu

Instructions/Tutorial

Audio/Video Options

Part of your game that might need some love:

In-game / Game State Screens:

Loading Screen

In-game overlay, options, inventory, etc.

Game Over (You Win/Failed/Lost/Died)

Help Screen

Restart, Continue, etc.

Final Tweaks:

Backgrounds and other Artwork

Special Effects

Music / Sound levels

Even more stuff:

Actually testing on the platforms you ported / exported it to

Screenshots

Gameplay Video

Trailer

Advertising/Promotional: Website, Social Media

Have a deadline!

Game festival deadlines and upcoming events.

Game Festivals

Independent Game Festival
http://www.igf.com

Indiecade
https://www.indiecade.com

PAX
http://www.paxsite.com

Game Devs of Color Expo
http://gamedevsofcolorexpo.com

GenCon
http://www.gencon.com

Cut out features, levels, enemies, power-ups, items, selectable characters, personalization, etc.

Robert Yang
@radiatoryang

best way of clearing your to-do list for a project: cut that aspect or feature from your project, and then congratulate yourself for all that work you just did by not doing work

Releasing Your Game

Releasing Your Game

Steam
https://partner.steamgames.com

Apple App Store
https://appstoreconnect.apple.com
(previously itunesconnect)

Google Play Store
https://play.google.com/apps/publish

Itch
https://itch.io

Self publish from your own website!

Playtesting

Playtesting/Playtester vs. Video Game Tester

A video game tester finds bugs.

Game Tester

Rockstar San Diego

Apply Now Save

| Job | Company | Rating | Salary | Reviews | Location | Benefits |

Rockstar San Diego are looking for a creative and passionate QA Tester. The successful candidate will have excellent research, communication, and administrative skills, is a well-organized and priority driven individual who will thrive within a team based working environment.

RESPONSIBILITIES

- Test our games looking for problems and accurately report errors through our databases to ensure superior game quality before release.

- Log, track, regress, and close bugs in our tracking system.

- Communicate with Leads with status updates.

- Daily communication with development and cross-functional teams.

- Work with build and release to ensure stability and functionality.

- Take ownership of test plans used in build release process to ensure accuracy and alignment with current status of the game.

- Identify areas of improvement, track any changes and status updates for current builds.

Listing from glassdoor.com

DESIRED

- Passion for Rockstar Games.

- At least two years experience testing games (AAA game testing experience a plus as well as any Lead/Senior testing experience).

- Experience with Xbox LIVE, PSN+, Rockstar Social Club, and Steam Platforms.

- Experience logging bugs, writing test plans, and test cases.

- Excellent written and verbal communications skills.

- High proficiency with Microsoft Word and other MS Office packages.

- Able to prioritize and multi-task with strong problem solving skills.

- Must be accurate and effective in working toward deadlines.

- Ability to work with a team locally and abroad.

- Strong communication skills across different teams internally.

- Experience with Perforce would be a plus.

Playtesting finds problems with the design of your game.

Such as mechanics, is it fun? etc.

Playtesting means your game is being played by people not on your team!

Playtesting may enforce or crush the assumptions about your game.

Playtest early in the development cycle of your game.

Before it is too late to make major changes.

Playtesters should be able to play without you being too involved.

Before you have others playtest your game.

Test your test!

Finding Playtesters

Finding Playtesters

Family, Friends, Other students

Post a version to itch.io and have
(people you do not know) from reddit,
twitter, wherever play your game.

Be sure to have a follow up survey!

NYU Playtest Thursdays!
https://gamecenter.nyu.edu/events/playtest-thursdays/

You want **useful actionable** feedback!

Find multiple kinds of people from your target audience.

(some outside can be helpful too)

Let them know you are testing the game and not testing their performance.

(one of you can get the player going while the other takes notes)

Do not explain how to play your game, tricks, strategies, etc.

Your playtesters may suggest features.

Be careful not to get into a discussion about the feature...

Discuss what frustration, or not fun mechanic, or design element they are trying to fix.

Quantitative

Make a spreadsheet to test measurable values in your game:

Time to complete the first level, reach a checkpoint, etc.

Time before the player makes a "mistake"

Number of kills, deaths, etc.

A/B testing: Number of lives, health, damage, etc.

Qualitative

Difficult to measure:

Does the player understand the mechanic.

Do they think they can play without any help/instructions.

How long do they think they were playing for?

Favorite part? Least favorite part? Where were they confused?

Questions to ask your playtesters

These are **examples**! Pick (**just a few**) which are relevant to your game or **make up your own**!

How long do you think the first level took you to complete?
Does this remind you of any games you've played before?
Is this the kind of game you normally play (or spend money on)?
Did you have a strategy?
Was there something you were expecting in this game or to happen in the game?
Do you feel you were in control?
Did you feel emotionally invested in the character?
Did you get bored?
Do you know why you won/lost?
What was your favorite (least favorite) thing that happened?
How would you describe this game to a friend?

Do you want me to let you know when I finish the game? (I'll give you a free copy)