



# Project Winter

**Feedback Analysis and Preparation for Release**



# TESTS AND USERS

## TESTS

- During the week preceding the release the game was tested by 5 end users.
- Users were divided in 3 test-groups (2-2-1) to test various small changes.
- Each test lasted approximately 1 - 1:30 hours to test the typical gameplay session.
- At the end of each test users were asked to answer questions about their experience.

## USERS

- Videogames players.
- 25-30 y.o.
- 1 experienced survival player.
- 3 horror players.
- 2 inexperienced horror player.
- 4 played the prototype version



returned yet, they are still missing

# GAMEPLAY OBJECTIVE

A strong narrative component and elements to direct players to important sites result in a clear objective in the game: **Find your Parents.**

- With the addition of the environmental dialogue system, stronger narrative and other elements to give reason and direction to players, none of the testers found themselves lost without objective or direction.
- Testers that didn't find the true reason for the journey, found themselves pushed to progress by curiosity.
- Narrative still needs to be refined to give smaller objectives and details to players and ensure to maintain players attention high enough without giving up too much about the story.
- Survival objectives are clear to player thanks to the clever communication of dangers with SFXs and VFXs.

# LEVEL AND MAP LAYOUT

The map layout was uncertain and unclear for most testers until the final stage of tests (3rd group)

- Level design and map layout changed and evolved after each test group round:
  - 1st - Higher lighting, less environmental direction, balancing
  - 2st - Way less lighting, added the map, balancing
  - 3rd - Increased environmental direction and torch light
- Give lot of attention to previous test groups allowed level design to be refined reaching a final result that was tested once with a very positive feedback.
- The map structure still suggest a freedom to explore to players blocked by abilities required.
- The first part of the game will inevitably be the most refined one due to the extensive testing received. Latter ones hasn't been tested and will for sure present some weaknesses.



# TEDDY IS STILL NOT ESSENTIAL

**The Teddy doesn't represent an essential gameplay element.**

- The Teddy is a powerful tool that can be used as a panic button in extreme cases and can change completely the approach to an area.
- It has been tested only functionally and not by players due to the lack of content for final user testing.
- From the players reaction it can really be the “final weapon” for players but due to cut content is not essential for the gameplay.
- Users reported that is not completely in line with the overall aesthetic of the game.
- We can still add very difficult sections for the player to make use of the Teddy or add the cut content in the future.



# THE CREATURE IS STILL NOT THERE

**The creature presence succeeds in creating pressure and anxiety but fails in constituting a real danger.**

- Effects successfully develop a sense of pressure and anxiety in players even without direct encounter with the creature.
- Inexperienced horror players showed the most sense of anxiety over other players.
- The game communicates well when the player is in danger and when the creature is stalking.
- Ultimately the creature fails in constituting a real danger for players and the sight of the creature created disappointment in testers.
- Changing the mesh, adding aggressive visual effects to create occlusion and creating a more punitive creature reducing the attacks required to kill you to 1 can possibly resolve these issues.





# UI COMPLETELY DIEGETIC

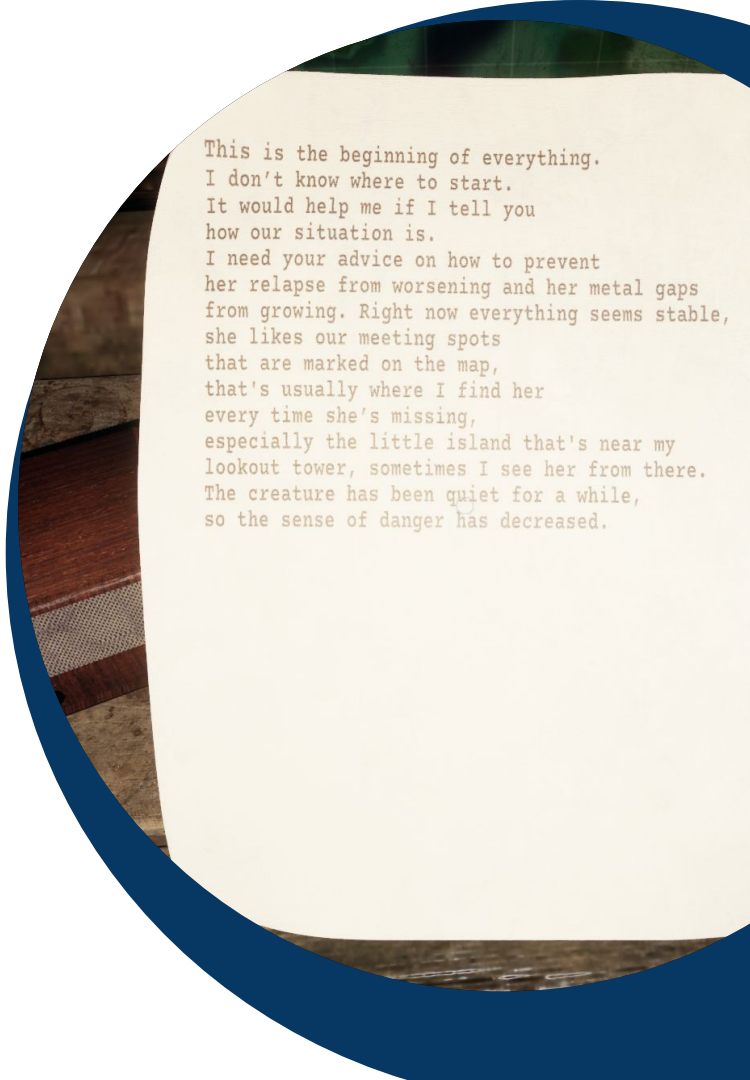
## The diegetic UI works perfectly.

- During tests players figured out alone what to do and how things functionally work.
- The support from dialogues is essential to teach players controls and suggest approaches to more complex functionalities without breaking immersion.
- For testers everything works as expected except the compass
  - The compass was a weak point in the design due to its unintuitive behavior (a compass that doesn't point to nord but to your house is hard to grasp).
  - Simply make it function as a normal compass resolves this issue and combined with the map results in a very effective way to orient around the island.

# NARRATIVE IS CATCHY

**The narrative component is catchy and a nice engine for players' actions.**

- Most testers read all letters and seems interested about the story, finding themselves exploring just for the sake to know more.
- The narrative should be delivered less rapidly. All testers understood the plot and the twist from the first letter.
- The form and grammar of both dialogues and letters should be improved overall.



This is the beginning of everything.  
I don't know where to start.  
It would help me if I tell you  
how our situation is.  
I need your advice on how to prevent  
her relapse from worsening and her metal gaps  
from growing. Right now everything seems stable,  
she likes our meeting spots  
that are marked on the map,  
that's usually where I find her  
every time she's missing,  
especially the little island that's near my  
lookout tower, sometimes I see her from there.  
The creature has been quiet for a while,  
so the sense of danger has decreased.



# OVERALL RECEPTION

The game had a **very good** overall reception!

- Most tests ended because of lack of further content to test more than visible frustration or boredom of testers.
- Testers genuine reactions during gameplay suggest a very positive reception and experience.
- All testers were totally immersed in the game.

The most successful feature was the **Audio System**.

The most unsuccessful feature was the **Creature**.

## FUTURE UPDATES

From these tests emerged interesting features to add for future updates and enhancements:

- Food;
- Diary/Album to hold letters;
- Create fire everywhere;
- Sled everywhere to go faster;
- Joystick support;



Tests, Analysis and Document  
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