

Game Design 1 - Playtesting

1. Minimum viable experience

↳ start playtesting as soon as possible, don't think about the quality during prototyping

- Hint: depends on the aesthetic
- What is the game about?
- Target experience

VA:

- Killer Pillar
- Jeopie
- Rasperat
- Algor
-

2. Playtesting questions

- Are players bored?
- Are players confused?
- Are players frustrated?
- Are levels too long?
- Do players perceive it as being fair?
- Do men play different than women?

— Pitfalls

- ↳ tweaking too much too early
- ↳ over-engineering
- ↳ use it as a base for final (Tip)

2.1. Debate

- ↳ we will use the feedback received to calibrate your own design choices
- Don't just address the issues, try again

Tips on playtesting: Live conversation; Video / Live reactions

2.3 Playtesting: Sessions

- Introduction (focus, maybe known issue, state)
- Observe (do not intervene)

Invite them to talk out loud: walk through their process

- Listen: Ask them why?
- Discuss: open-ended questions (not yes/no)

Tip: Avoid memory tests

- Gameplay
- Clarity
- Reactions to Art / Audio?
- Bugs?
- Observations of non-verbal reactions

Tip: Reveal Biases?

Question: Should we say the genre?

A: Can be misleading, so perhaps not

Question: Include target audience or someone else?

A: Open in general, then target to your people

Question: How much should we direct?

A: When you playtest among the process, you can of course specify!

↳ Inspiration:
Feed the deep.
Octogedon
Endoparasitic

Is it a game?

Clear actions; goal; challenges

Target experience? Dynamic

Project iterations & modifications

3 levels

1) Demo; Tutorial

2)

3) Promotion: Ink competent

Idea: show the guy by spilling the ink

If you bump into an enemy, you drop an item
Clock out before 5PM (collect; get back to the
office and clock out in time)

Challenges: !

- collect all 8 objects before the time runs out
- traverse blind terrain
- assistant (?) ink - convenience

hidden object
game :3

2D Game♡

Actions: !

- spill ink
- grabbing objects
- moving around



Goal: !

- collect all 8 objects
- bring it to office before work

Target experience? !

- ↳ a satire of noir detective for puzzle lovers
- ↳ amusing parody of a noir mystery movie
- ↳ feeling: satisfaction of collecting it all getting rid of scum of the world!

Dynamic:

- Reveal & Retrieve