

Prototype 3

The shooting game I conducted a play test on is a fast-paced action game that requires players to defeat enemies that move around the map by shooting them. However, players have a limited amount of bullets, which adds an element of strategy to the gameplay. When a player kills an enemy, they gain game currency that can be spent on new guns that refill their limited ammo supply.

The core question of the play test was whether moving targets are more stimulating than static ones. To test this, I created two levels in the game: one with moving targets and one with stationary targets. I then asked a group of players to play both versions of the game and provide feedback on which version they found more stimulating.

The results of the play test showed that the majority of players found the version with moving targets to be more stimulating. Players reported that the game felt more challenging and required them to be more focused and attentive to their surroundings. They also noted that the moving targets made the game feel more realistic and immersive.

Overall, the play test was a success in answering the core question. It showed that moving targets are indeed more stimulating than static ones, and that adding this element to the game can enhance the overall gameplay experience. This information can be used to further refine and improve the game, making it even more engaging and enjoyable for players.