

4 Player Pong

The purpose of this playtest analysis is to evaluate a 4-player Pong game where the main player controls a paddle while the other paddles move using set animations. Balls fall randomly in the middle, and each player has 10 lives. The core question of the playtest was "How do players react to set patterns vs random patterns?".

Feedback Received:

After playtesting the game, players provided the following feedback:

- Too easy
- Unpredictability + fun
- Add randomness
- Change patterns as the game progresses
- Some people may not realize it's an animated set pattern
- Players absorbed in the game not noticing the patterns
- Add visual effects particles for feedback and introduction
- Change the collision and paddle orientation
- More balls
- Alteration of movements

Analysis:

Based on the feedback received, there are several key areas that need to be addressed to improve the game.

1. Difficulty:

Players felt that the game was too easy. Solution: increasing the difficulty level by adding more balls, faster ball speed, or more complex paddle movements.

2. Unpredictability:

Players enjoyed the unpredictability and randomness of the game. Solution: adding more randomness to the game, such as random ball sizes or trajectories, to keep the game exciting and engaging.

3. Patterns:

Some players did not notice that the other paddles were using set animations. Solution: adding visual cues or instructions to help players understand the pattern mechanics.

4. Visual Feedback:

Players suggested adding visual effects and particles to provide feedback and introduce new elements to the game. Solution: adding effects when players lose a life or when a new ball is introduced.

5. Collision and Paddle Orientation:

Players suggested changing the collision and paddle orientation to make the game more challenging and engaging. Solution: adding obstacles or changing the paddle orientation to make it more difficult to hit the balls.

6. More Balls:

Adding more balls can make the game more chaotic and challenging, adding to the excitement and unpredictability of the game.

Alteration of Movements:

7. Players suggested adding alterations to the movements of the paddles. Solution: adding changes to the speed, trajectory, or direction of the paddles.

Conclusion:

Overall, the feedback received indicates that there are several areas of the game that can be improved to make it more engaging and challenging for players. By implementing these changes, the game can become more unpredictable, challenging, and exciting for players, making it more enjoyable to play.