GAM300 Dialogue Playtest

**Test**: Presented with Editor Build and asked to interact with what they thought were the NPC’s

# Summary Analysis

Both playtesters easily recognized what were interactable NPC’s, but it is also important to note they both thought because the shop was modeled and noted as a person that they were supposed to have a conversation with as well. Player’s recognized that they were supposed to press E to interact, but if they were selected with anything but the hand option on the inventory they could not interact. They both recognized that you pressed E to continue to follow the conversation. But, personally became confused when the dialogue options came up. They were not sure how to select. One player tried pressing number keys to select the corresponding dialogue but that did not work and had to be told to select with mouse.

**Follow-up:** Remove the numbered options and go forth with directing the player to use the mouse. Add a background to the NPC name as well to be more visible and increase dialogue options to a more readable size.

# Raw Data

## Tester 1

**Version:** 1.3

**Who:** Rhianna Pinkerton

**When:** 11/24/2020 from 3:10pm-3:15pm

**Notes:**

* Player understood that E was what was used to interact with everything.
* Thought the shop was someone they were supposed to talk to.
* If you select anything other than the grabbable option you cannot interact.
* The NPC name is difficult to see.
* Dialogue options are a little hard to read. Too small.
* E to continue is a little thinner in size and could be bolded to draw attention. But still able to see okay.

## Tester 2

**Version:** 1.3

**Who:** Akshat Madan

**When:** 11/24/2020 from 3:30 pm - 3:33pm

**Notes:**

* Recognized the Dialogue Prompt as something to run up and talk to.
* Went to the shop and tried to have a conversation.
* Followed directions to press E to continue.
* NPC name titles are hard to see.
* Was completely lost and frustrated on how to select a dialogue option. With the labels 1,2,3 they believed that was what they should select. Had to be told the mouse was what was used as a selection option.