GAM300 M04\_v10 Build Playtest 2

# **Test Info**

* Tester Name: Rhianna Pinkerton
* When: 12/5/2020 from 1:30 pm - 1:45pm
* Version: M04\_v10 build
* How was the test conducted: Side by side. Designer taking notes next to the tester.
* Designer: Alora Newbury

# **Playtest Questions**

1. Do players understand how to play?
   1. It took the player an initial amount of time to hit their stride. But afterwards they started knocking off tasks quickly and efficiently.
2. Did the player understand the farming cycle?
   1. After the player took a while to observe how it grew in relation to the growth cycle they got the hang of it.
3. Do players turn in tickets? How many?
   1. They eventually did turn in both tickets. But they didn’t understand that they had to go back to the booth to deliver the item.
4. What are their concluding thoughts?
   1. The birds cawing and singing made them feel like they were in nature.
   2. The tutorialization and hints helped them progress through the game.
   3. It was cute and charming overall.
   4. The exclamation mark over the booth was very difficult to see.
   5. Wished for more even more sound effects.

# **Next Steps**

* Updating dialogue for more direct tutorialization.
* Planning for re-mapping the hot-bar against different keys (preferably with controller).
* Adding a quick ticket overview into the quest log as well since players were unsure that the ticket booth was a place where you receive tickets in the first place.
* Ticket exclamation is too subtle and needs revamped to grab player attention.

# **Playtest Analysis**

Immediately ran to the NPC Dialogue for direction. Didn’t actually ask any questions and then said farewell. They noted that how much money you have is next to two double dollar signs which feels off. But on the brightside they did recognize it as a shop before they even interacted. The highlight makes it hard to see the Q when it is on the first selected slot. The Q and R hot keys also feel unnatural from what they are initially drawn to and wished for some kind of different layout or options to switch back and forth.

When they planted their first seeds they knew that they had to water them because the NPC had directed them to. They were worried though if they were overwatering the plants at one point and didn’t understand the Growth Cycles. They mentioned that a status bar that slowly progressed would have been preferable over a timer that feels like it takes forever.

They ran past the portals several times and noted that they were quite curious. So they entered one of them. They immediately ran to the NPC and read the hint. But hadn’t figured out that they needed a shrink potion. So they then decided to complete the quest log tasks. They then realized that they didn't understand the attribution types to the ticket booth to each plant. But after talking to the NPC again they understood.

An important note is that they did not catch onto the timer for a very long time and had to take their time to just stare at it until they understood what was happening.

After they finished harvesting their crops they immediately realized that they could place them in the cauldron to make a potion. They were very excited about the bubbling in the cauldron and then the potion bobbing up.

Puzzle 1:

They understood which potions they needed to use after their first initial try and attempted to move the shrunken log into the gap. When they grew it large again they were standing on the log and it did not fill in the gap because it collided with the walls. But the concept was grasped. But the puzzle does need to be refined.

Puzzle 2:

They went to the NPC and read their hint. Afterwards they remembered seeing the Levitation potion in the shop. Went back to purchase it, afterwards they stood on top of it and sailed across. They had a lot of fun with the air currents and it was a good hint visually to know which way they were going to go.