GAM300 M04\_v9 Build Playtest 1

# **Test Info**

* Tester Name: Francesco Morando
* When: 12/2/2020 from 11:30 pm - 11:40pm
* Version: M04\_v9 build
* How was the test conducted: Given questions, asked to time themselves, and sent play recording.
* Designer: Alora Newbury

# **Playtest Questions**

1. Do players understand how to play?
   1. On average had little to no difficulty playing game start to finish. They efficiently completed all tasks and puzzles with no interference from anyone.
2. Did the player understand the farming cycle?
   1. They understood that you must plant the seed and water 3 times.
3. Do players turn in tickets? How many?
   1. They considered the tickets part of the quests, they were motivated to finish for rewards.
4. What are their concluding thoughts?
   1. Did not enjoy the scrolling with Q and R. Accidentally pressing E happened often instead or R and planted the wrong type of seed. Suggest changing that to something like a mouse wheel or other option.
   2. Difficult to see the exclamation mark above the ticket booth. Suggests a 3D semi transparent aura and some really subtle light particles emitting to grab the player’s attention.
   3. Playthrough felt natural and easy to take at your own leisure. Puzzles were engaging while being straightforward.

# **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**

Player immediately started farming once the game started. They planted 3 or each type and watched the growth cycle as they watered them until they realized that it had 3 cycles of watering until completion. They also understood immediately where their crops were going upon harvest when they recognized the element symbol pop up on the side of the crate. The player felt compelled to complete the quest log because they really wanted to be rewarded with the gold. The tickets motivated them to try and craft different potions as well. But didn’t understand that the ticket system was slightly separate from the quest. Potentially up for debate if these two systems need to be more cohesive as a whole.

Player mentioned that the exclamation wasn’t much of an attention grabber and they only noticed it upon getting significantly closer to the booth. This is not the desired effect, and therefore does need to grab your attention more aggressively. But after the first visit the player kept coming back to it because they knew they could seek rewards.

The pop up over the shop’s head grabbed the player’s attention and they immediately thought it was a place where they can go to spend their money. Unfortunately the dialogue had not been updated in this build but they did understand that the pop up meant that you could interact and talk with the NPC.

Puzzle 1:

They immediately saw the first log, they tried to levitate it (which they had already bought from the shop). When that didn’t work they went back and grew extra plants and made an extra growth and shrink potion. This was before any NPC’s were placed for extra hints. They shrunk it after returning and then made it larger on the cliff so they could cross the gap.

Puzzle 2:

Puzzle 2 went by much faster when they realized that they could use their purchased levitation potion on the platform. After using it once and realizing they weren’t standing on it they purchased another levitation and then re-did it properly to cross the gap.