GAM300 M04\_v10 Build Playtest 1

# **Test Info**

* Tester Name: Barak Raz
* When: 12/4/2020 from 12:14pm-12:40pm
* Version: M04\_v10 build
* How was test conducted: Over Discord call with screen sharing
* Designer: Stormr Morgan

# **Playtest Questions**

1. Do players understand how to play?
   1. This tester did understand how to play pretty quickly, though he found some of the controls (namely the hot bar scrolling) clunky.
2. Do players solve puzzles? How many?
   1. This tester solved both puzzles, though had a hard time solving the second puzzle.
3. Do players turn in tickets? How many?
   1. Eventually turned in tickets, was confused about the system at first.
4. What are their concluding thoughts?
   1. Tutorialization was natural and relied on implicit understanding that he said made him feel smart.
   2. Puzzles were cool, but the rewards on them needed to be reworked/worth more for the effort put into them.
   3. Wanted more gameplay progression, specifically regarding expanding farming plots/upgrading the watering can.
   4. He also really wanted some sort of small tic that he could do while he was waiting for the farming (which he suggested a small jump) to keep his hands occupied while he was waiting.

# **Next Steps**

* Change the UI icons for picking up items in the puzzles, players do not seem to understand this.
* Make it more apparent to players how to turn in tickets.
* Think about changing the interact slot by getting rid of it, players want it to be a separate button.
* Add alphanumeric 1-0 keyboard support to the hot bar for players to quick-select slots.
* Look at *Forager* for inspiration on how to add progression for the farming areas, as well as puzzles.

# **Playtest Analysis**

First thing this player did was go straight to the NPC in the main area. He clicked through all the dialogue options and used them as guidance for what to do. He commented that he felt that the pop-up over the NPC should be a little more centered (the arrow that points down from the speech bubble). Once he got his instructions he was trying to scroll through his hot bar and said that he felt that it should be Q/E rather than Q/R, and it took him a few seconds to figure out how to scroll through the hot bar in the first place. He also said that he wanted the hot bar scrolling to be the alphanumeric keys rather than Q/R.

He immediately planted three of each seed type in the plots, and immediately started watering them. He figured out quickly that he had to water the crops every growth cycle. At first, he struggled to water them all within the time for the next cycle to start, but after a couple of cycles he was able to water all six plots with time left over between cycles. He said the watering effect reminded him of FPS crosshairs.

Once he harvested crops, he had a hard time getting and turning in the tickets. He did not realize that it was a potion he had to turn in first, and commented that he might have missed it, and did not bring up the ticket again with T at all. He initially tried to pour his watering can into the cauldron or into the stall because of the ‘Water’ requirement from the ticket he took. After a bit he figured out he had to combine things, though he could not figure out how to turn in the ticket. He then talked about how he thought that the spacing was a bit confusing and that based on what he thought that the reward was part of the requirements for the ticket. He immediately assumed that because two water crops combined was a shrink potion that two nature crops combined was a growth potion.

Puzzle 1: Immediately dropped the log into the ditch, which he had to then leave and make another shrink potion for. He wanted to buy multiple seeds at once from the shop, since he had run out of the starting seeds quickly for the potion crafting. This is where he wanted the AoE watering to be an upgrade he could buy/make, because he found watering a bit tedious when he knew what he wanted to do. He also said he really did not like the interact slot here. He said he’s never seen a game where interact is a ‘tool’ in the hot bar the way it is in our game, and wanted it as a different button so he could have more hot bar spaces. Once he got all the potions he needed (he made extra so he could use them on everything), he went back to the first puzzle and tried to solve it. He said he had no idea what the arrows in the UI when holding the shrunken plank were (which he stated 3 times over the course of this test). When he got the reward, he said it was “laaame” because he could have bought the seeds with the excess money he already had. He said that he was discouraged from talking to the NPC because he wanted to solve it on his own, though he did talk to the first one.

Puzzle 2: He quickly figured out levitate was the trick here, though he did not hop on the plank before sending it into the wind current. He thought that the plank would pick up the reward for him. He said that the air current was punishingly slow, but that it looped back to the starting side of the area cool. After the first round he realized that he had to stand on it and had to reset the level and buy a new levitation potion for this, which he did not have the money for. This was where I had to tell him about how to turn in the tickets, which he immediately did and bought another levitation potion. Once he finished the puzzle, he was particularly disappointed in the reward from this puzzle due to the high cost going into solving the puzzle.

# **Raw Notes**







