GAM300 M04\_v10 Build Playtest 2

# **Test Info**

* Tester Name: Malcolm Trent
* When: 12/4/2020 from 1:05pm-1:24pm
* 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. Yes, this player understood how to play and was only confused about a couple of instances, such as scrolling through the hot bar.
2. Do players solve puzzles? How many?
   1. This player solved all puzzles and understood the process to solve them. He immediately spoke to the NPCs in each area as well.
3. Do players turn in tickets? How many?
   1. He turned in both tickets with minimal issue.
4. What are their concluding thoughts?
   1. He really liked the idea of growing plants and crafting to help with the puzzle gameplay. He commented that it all meshed well.
   2. He said that growing crops was a little clunky, and that watering every cycle was ‘unsatisfying.’ He amended that he was not sure how to articulate what he meant here, but unsatisfying was the closest word he could think of.
   3. He said the aesthetic was cute and he enjoyed it.
   4. He also particularly said he really wants to playtest this again as we iterate and add to it in GAM350, since he really likes games of this genre, and he wants to see how our game grows.

# **Next Steps**

* We really need to do something about he controls for the hot bar, since this is the second player that found it punishing to have to press Q/R to scroll through the hot bar.
* The NPCs in the puzzle areas seem to really help, making sure they have the proper direction that players need since they rely on these.
* Cleaning up a few of the UI elements that are confusing or otherwise not as clean as they could have been for players.

# **Playtest Analysis**

First thing he commented on was how much information he had to take in when looking at the main area. He said there were many things to look at, and that the player was quite small within the scope of this. Looking at the farm plots he correctly surmised the game had farming in it. This player also immediately went to the NPC in the main area and spoke to them to get information on what to do. He found that the ‘E to continue’ on the NPC was confusing when the actual continue progression was to click on a dialogue option.

He struggled particularly with using the hot bar, and how to scroll through it, after trying the alphanumeric keys as well as the mouse scroll wheel. Once he read the hot bar prompt and saw it was Q/R he did not have any issues after this.

He immediately took a ticket and grew some crops with little difficulty. When turning in the crops he ran into some issues because he tried to turn in the crops themselves rather than crafting and turning in the potion requested on the ticket. When this did not work, he immediately crafted the potions with little difficulty and turned in the potions requested on the tickets without further issue. When he did all the tickets in the stall he went back and spoke to the NPC and was directed toward the puzzle portals. He had a hard time finding these due to the low contrast to their surroundings, particularly on the lettering. He tried crafting a potion that was not required by the tickets, saw that it resulted in a failed potion and exclaimed “Fuck off!” but laughed it off. He did not remember any of the potion recipes and commented that he did not and made the failed potion by experimentation. This is the intended experience but having some way to see previously crafted tickets/potions might help folks remember the two initial recipes, since if players cannot even remember these that is concerning. The other comment he made about crafting was how he felt that the animation waiting for the potion to be finished crafting was unnecessarily long and it was a bit annoying for it to be as long as it was. He also commented how there was no down time while farming and that his full attention was on farming, and he felt like it was a little too fast.

Puzzle 1: He immediately started by going straight to the NPC of the puzzle area to get hints on how to solve the puzzle. He did comment, however, that he felt that camera angle here was a bit odd because it “almost looks like [he] can make it over the gap.” It might be good to lower the pitch a bit to make sure the distances are a little more obvious to players. Shrinking the log meant that the prompt for E looks like an F in this area, which he commented on, but figured out that meant E. I had to tell him that leaving reset the puzzle, because he got the plank stuck in the ditch and could not get it out. For this puzzle he solved it quickly and liked the seed reward.

Puzzle 2: Once again, he immediately talked to the NPC when he entered this puzzle area. He could see the particles on the left, but he could not see the particles on the right, which I had to inform him of (because in the current build this issue is already fixed). He was still really confused about what the arrows signified when picking up the plank. He solved the puzzle pretty quickly overall, and was done pretty quickly.

# **Raw Notes**





