GAM300 M04\_v10 Build Playtest 3

# **Test Info**

* Tester Name: Sala Shong
* When: 12/4/2020 from 1:36pm-2:14pm
* Version: M04\_v10 build
* How was test conducted: In-person using my laptop/headphones
* Designer: Stormr Morgan

# **Playtest Questions**

1. Do players understand how to play?
   1. Yes, this player figured out how to play, and only needed minimal tutorialization from the NPCs to figure out what to do.
2. Do players solve puzzles? How many?
   1. They solved both puzzles but were very confused on how to solve the second puzzle.
3. Do players turn in tickets? How many?
   1. They did both tickets, but were confused on how to turn them in.
4. What are their concluding thoughts?
   1. They thought the game was very pretty and they liked it.
   2. They felt good about the first puzzle, despite knowing that growing/shrinking was a part of the game before playing. They said the NPC hint in the second puzzle did not help at all, despite knowing that levitation existed, as they did not expect it to be in the shop. To this extent, they said they felt buying the potion felt weird, like there was a pay wall in the game, and that it should be makeable instead.
   3. The growth cycles felt faster than seconds.
   4. For the shop, the buy/sell difference was hard to see. They thought that the loop would be to click on an item to buy/sell and click the buy/sell option, rather than just clicking with no confirmation. They wanted to see their inventory, as they did not realize the sell tab had their inventory.
   5. They did not like the UI overlay covering up the shopkeeper in the shop and did not like the colors of the growth cycle in general.
   6. They never looked at the quest log once. Said it looked like a debug log.
   7. The crops going into crates from the farm area are weird, and the colors of the harvestables not matching the attribute icon is weird. The trail is too subtle and not color-matched to attribute either.
   8. Why even have the rotating camera if there is no other usage for the camera? They wanted to have the world-interaction to be mouse-click-based. They did not offer an alternative for the camera controls.
5. What do you think about the interact slot?
   1. Did not see an issue with it, but it was “unequipping in a really weird way.”
   2. When asked how they would do it: press a button when selecting a slot to ‘equip’ it, and then interact with that slot, and press the same button to ‘unequip’ it when done.
   3. The interact slot taking up a hot bar slot so that the hot bar has only 9 slots instead of the usual 10 is odd.

# **Next Steps**

* Try to fix the NPC guidance issues to include a reference to the shop as soon as possible to make it obvious to players that do not realize it. Long-term add in the recipe and a ticket for the levitation.
* Fix the UI overlay over the shop area, it was distracting.
* Try to fix the whole shop situation to have a confirmation somewhere and have more intuitive controls to it so players do not get confused with how they are buying/selling items.
* Split out the interact keys to be mouse-based if we are sticking with keyboard/mouse and move the camera controls to some other control scheme, perhaps arrow keys or otherwise lock the camera again.
* Make the ticket turn-in system more obvious to players so they know that they should turn in the potion by rewording the UI and/or also including more signifiers of when to turn in and how to complete tickets. Adding a HUD element showing the ticket status as well as adding tickets to the Quest Log might help with this.
* Change the rewards in the puzzle areas to have more rewarding amounts/types of seeds so players feel the payoff is more satisfying. If we add the levitation potion recipe to the game, this would be a good place to drop the seeds for the potion crafting.
* Make the puzzle area gates more obvious, since they are a little hard to notice right now due to low contrast with background.

# **Playtest Analysis**

Preface: this tester knew conceptually of some of the mechanics and general flow of the game due to them being my roommate, but they have not played or really seen any elements of our game at all. I believe this is largely why they deviated from the other testers.

When this tester started, they immediately ignored the mouse controls and immediately walked around and went to the puzzles. This is the first tester to not immediately go looking for the level’s NPC. I instructed them to use the mouse to rotate the camera around to make up for this, because more recent builds we have moved the NPC to a more noticeable location. They immediately went to the puzzles instead and stated that they did this to see if they could see what they had to do to beat the puzzle areas. This was done with the comment of “why would I farm when I can figure these things out?” Using the NPC in the first puzzle, they figured out they had to craft a shrinking potion.

After returning to the main area they talked to the main area NPC finally, and were confused about the ‘E to continue’ that the previous tester was also confused by. This is where I had to swap to the build, because the dialogue was broken in the engine version I was testing with. Once in the build, they commented that the growth cycle was short, and that they felt it was pointless to leave the area, or keep all 6 slots filled if the player got off of the rhythm of growing all 6 at once, because they didn’t like watering the crops. Here is also where they commented that they wanted to be able to scroll through the hot bar with the alphanumeric keys and/or the scroll wheel, like the previous two tests.

Harvesting crops seemed to be intuitive to them, as they figured out the connection between the harvesting and the crates through the particle trail. They did not realize they had to turn in the tickets, however. They used the ticket to learn potion recipes that they used to solve the puzzles, however.

Puzzle 1: They immediately spoke to the NPC in this area to figure out what to do. They commented that they did not think that the log growing would work well but were pleasantly surprised that the growing did work well. They completed the puzzle without any further issues and seemed to like the reward, thinking they were new seeds not previously available to them.

Puzzle 2: They immediately talked to the NPC in this puzzle area too, to learn what to do. Unlike the previous testers, they figured out that the UI arrows when holding a prop in the puzzle areas did mean to throw the object, which they did to test it out, though they commented that the arrows were still confusing and they did not like they had to guess the result. They commented after talking to the NPC that they “only have grow/shrink potions, so [they’ll] take one of each” to solve the puzzle. They had run out of seeds at this point and went to the shop to buy them, during which they ignored the levitation potion. This resulted in them not knowing what to do for a while for this puzzle, as they commented that “[the NPC] says push something heavy, so [they’ll] grow [the plank].” After the grow potion failing to solve the problem, they were confused, saying that because the prop had the picture of the potion, they assumed that it would work, even though they ignored the red X over the interact prompt here. After not being able to solve the puzzle they threw the plank across the gap and tried to run onto the edge of it to cheat their way across the gap. Among other things they tried, using the failed potion as well as picking up the NPC with the plank, they tried to solve this puzzle and failed in doing so. When these did not work, they finally reset the level and I had to give them a hint. They quickly responded saying that they felt that they did not notice it because they wanted to make the levitation potion, not buy it. When finally solving the puzzle, they commented that the air currents were too slow, and that the reward was not worth it, saying that for all that effort they wanted something better.

# **Raw Notes**













