GAM300 M04 Playtest Report

**GENERAL PROTOTYPE 1**

TEST INFO:

Name: Allyson Wagner

When: 12/5/2020

Build: M4\_v10

How was the Test Conducted: Over Discord screenshare. Little to no guidance was given.

Test Administrator: Devin Cavness

QUESTIONS:

1. Is the playtester able to ascertain and set goals to work toward?

The playtester never seemed to have an issue with deciding what to do next. She used the tasks from the ticket system initially, and then eventually explored the puzzle areas and attempted to solve them.

1. Is the playtester able to figure out how to solve the puzzles?

This playtester did not have trouble solving the puzzles with the assistance of the hint providers. She had to retry the levitation puzzle after the platform circled around but was able to do it easily on the second attempt.

1. Does any part of the prototype confuse the playtester or not provide enough guidance?

The playtester was thrown off by the functionality of the task system. She didn’t notice where the tasks went and was confused by the fact that the task vendor could only be interacted with under certain contexts, and otherwise yielded no response.

1. Is the prototype enjoyable? What parts are and aren’t?

This playtester enjoyed the farming but was bothered by the speed at which it took, having negative comments about having to “do nothing and wait around”. She was also frustrated at the bridge puzzle resetting after she left and came back. The rewards for the puzzles were extremely underwhelming.

NEXT STEPS:

* We should rework some aspects of some of our systems to make things clearer. This would include making the quest log associated with the ticket system clearer in purpose and adjusting the growth cycle of plants.
* Make sure that all assets are on screen and not only visible on a large screen size.
* Make the appearance of the shop clearer and more obvious.
* Remove current puzzle resetting functionality or make it clearer that the puzzle will reset upon exiting.
* Make the reward for solving puzzles more exciting than seeds that the player already has.

ANALYSIS:

This playtester had seen earlier versions of the project, but never since the prototypes were merged together.

She was immediately intrigued by the environment and appearance of the game. Her first instinct was to talk to the upside-down blue tutorial guide and get information on what to do. After doing this she proceeded to use the seeds in her inventory to plant in the plots provided. She planted 3 lily seeds and 3 brown seeds. It took a second to adjust to the farming mechanics, as she wasn’t sure whether she was only supposed to water once or if she was supposed to keep watering.

After 2 or 3 cycles, she left her plants and went to the ticket vendor. She took the first ticket, and then wondered where it went and why she couldn’t interact with the tasks again.

After watering her crops one more time, she went through the first gate to Puzzle 1, and then left quickly after being intimidated.

After she got her ingredients from farming, she quickly made a shrink potion. There was no apparent issue or confusion with the crafting mechanics. She proceeded to make a failed potion (water + earth) and a growth potion.

She turned in her task, and then was even more confused about the second task not showing up in her quest log.

It was at this point that she finally tried out the shop and realized what the cash she made from the task could be used for. She bought a levitation potion and proceeded to the sell screen. She sold her failed potion and a shrink potion. This is where it would probably be a good idea to have a confirmation of selling important items such as potions necessary to complete puzzles.

She finally went back to the first puzzle, and after interacting with the puzzle NPC, she realized she didn’t have the potions needed to succeed. She pondered “why can’t I levitate it?” I should make sure to add more visual signifiers to distinguish what objects can and can’t be levitated, so that players will be able to figure out by intuition.

She went back to plant more crops, and eventually made a shrink potion again. She went back to the first puzzle to shrink the bridge, returned with a growth potion, and was agitated that the state of the puzzle reset. This is a very real concern, as she was not expecting it to have reset, and this is something I will be heavily considering moving forward, as if this was not naturally intuited by a first-time player, it is going to be important that I explain it somehow for future players, if not just removing the mechanic altogether.

Finally she planted more crops, got another shrink potion, and went to solve the first puzzle. She was able to figure out the solution with ease. But she was very disappointed by only being rewarded with 10 seeds of a type she already had. Despite that, she went to the second puzzle and proceeded to attempt to solve it.

She levitated the platform on her own, let it go around, and it moved into a position where she couldn’t grab it. She reset the puzzle (as she knew this mechanic existed now) and made sure she was on the platform the second time around. Again, as with the first puzzle, she was not happy about the reward.

Puzzle rewards desperately need to be reworked, as they are not providing a good incentive to players at the moment.

RAW NOTES:

 