GAM300 M04 Playtest Report

**PUZZLE PROTOTYPE 1**

TEST INFO:

Name: Madison Chabot

When: 11/12/2020

Build: M4\_v01

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

Test Administrator: Devin Cavness

QUESTIONS:

1. Are players able to discern goals from the environment?

The playtester sought out a method to make it across the trench after realizing she could not go directly through the trench.

1. Is the player able to figure out how to interact with the environment and themselves using the items in their inventory?

The playtester was able to solve the trench puzzle using her own intuition on how to manipulate the environment. The playtester was not able to solve the log puzzle and struggled with using potions on herself.

1. How does the player attempt to solve the puzzles? Are they successful?

The playtester experimented with what she could use potions on and found what she could and couldn’t do. The external mechanics and abilities were clear. She was able to successfully solve the trench puzzle.

1. Is there any immediate confusion with regard to functionality or usage of anything?

This playtester was not aware of how to use potions on herself and never fully figured it out. The methodology of that mechanic will have to be thoroughly considered.

NEXT STEPS:

* Ensure that there is a clear and distinct method for the player to be able to use a potion on themselves.
* Consider using the bridge puzzle instead of the log puzzle first, as this playtester had an easier time solving it.
* Make some other controls more intuitive in order to phase out on-screen instructions.
  + Adjust hotbar functionality in particular

ANALYSIS:

This playtester is not a DigiPen student and was not at all familiar with this project going in, so all data is purely raw from that perspective. She is familiar with video games to a casual extent.

The player initially experimented with the controls to see what she could do. It is worth noting that the camera was quite jittery, as she directly noted this, but I am not sure whether this was because of the machine she was running the game on or whether it was something within our engine itself.

She was initially confused about how to interact with or pick-up objects. This is natural, it took a second for her to adjust to our controls. Although something more intuitive would be a good idea, it isn’t an imperative.

It didn’t take long for this playtester to navigate her hotbar to the levitation potion and cause the crate to start floating. This shows that the indicators and signifiers that are programmed in are working and this playtester did understand the intended usages of the items in her hotbar, alongside being able to use them on objects in the environment. The button prompt was likely especially helpful in this regard.

The playtester made her way around the environment, and then set her sight on the area beyond the trench. After stumbling into the trench, she quickly realized she could not make it across. She then went over to the opening with the log. She also couldn’t immediately figure out how to get in. Initially, she shrunk the log down, and tried to use it in some way to make it over the log. This was a failed endeavor.

She eventually made her way back to the trench, and quickly used the bridge to cross it. This playtester largely didn’t use the potion on herself, and never ended up figuring out the log puzzle without my input.

If it wasn’t clear, we need to make the ability to use the potion on yourself much clearer. This playtester never figured it out, even when it was described in the floating text above. Its current implementation is very unintuitive, and whatever we can do to make it more so will likely be a well-spent effort. The camera issue that came up is something worth considering if it ever shows up again, but if it doesn’t, we may be able to write it off as a fluke, as the issue has never come up in our regular self-testing or anything.