

Playtest Report

Playtest 1

Summary:

The playtester and one of the game developers played a single 2-minute round of Cracked until the timer ran out. The playtester used the right-side controls and as such was Player 1. The game developer was Player 2.

Observations:

- The playtester expressed frustrations on the randomized amount of gems spawning. This created an unfair and random element in the game.
- During the game, only two kills were performed. Kill time is too long is proportional to the length of a game session at 2 minutes.
- Most of the game consisted of unsuccessful grabs. Grabbing needs to be changed so that grabbing happens more often.
- The playtester noted controls were a bit cramped sharing a single keyboard
- The playtester was satisfied with the movement mechanics of the game.
- The playtester expressed franticness when grabbed, an emotion that we wanted to achieve.
- There are issues with the resolution scaling specific to the tutorial page.

Playtest 2

Summary:

With the additional changes from the first playtest, the playtester played two rounds of Cracked, both until the timer ran out. The playtester was once again Player 1 while the developer was Player 2. The playtester won the first game while the developer won the second.

Observations:

- Playtester enjoyed the experience
- The time gap between throws was much shorter and players were getting grabbed more often.
- The time gap between kills was also much lower.
- The increased timer allowed for more points to accrue
- Playtester noted fatigue due to the control layout
- issues with the resolution scaling specific to the tutorial page still persisted