

# Game Testing Form

## Aim of The Game

You play as Simon Brook, a Private investigator, investigating a famous case that resulted in the closure and abandonment of the Rockwell Estate Hotel, based in Ashland, Oregon.

Complete Puzzles to uncover the mystery regarding the hotel's closure.

Avoid, and hide from the creature that wanders the hotel.

## Name of Tester

James Hopkins

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## Date of Testing

DD MM YYYY

16 / 04 / 2018

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## Bugs

This section is for any bugs you would like to report.

### Did you have any problems regarding the character movement?

In the menus it states that there is a jump feature, however this did not seem to work. The WASD movement was spotty at different points, though this could have been the colliders for the environment and not the players movement.

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### Did you have any problems regarding the game's graphics?

The graphics for the game are very basic. Regarding the theme of the hotel, the windows don't match the rest of the hotel.

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Did you have any problems regarding the game's audio/sounds?

The sounds were fine

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Did you have any problems regarding the game's menu's?

Scalability problems. The menu can only be displayed correctly on a 1920x1080 display.

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Did you have any problems regarding the game's menus?

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Did you have any problems regarding the game's interactions? (Picking up items/Opening doors etc.)

The colliders for the key could be a smidge larger as it is difficult to pick up.

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Did you have any problems regarding the game's Puzzles?

I didn't encounter any puzzles

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Is there any other issues regarding the game that you have encountered?

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## Player Experience

This section is for you to explain how you, as a player, feel about the game

## Did you find the game enjoyable? How enjoyable did you find it?

The game is lacking in.... everything. The controls are really frigid, there's no depth besides the swimming pool, the story doesn't correlate into the game at all besides a key which isn't needed and there is no direction for the game (Where do I go? What do I do?)

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## If Puzzles are present in the current build of the game, what did you think of them? Were you able to complete them in time?

They were not present

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## How did you feel about the overall atmosphere of the hotel scene?

The corridor was very large for a spooky hotel, the rooms itself didn't resonate with that of a 60s hotel room, the swimming pool didn't have any water and the player couldn't get out of it, the map was too big for the player and the only lighting in the hotel was the skybox lighting plus the torch.

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## How did you feel regarding the controls for the character?

The controls were frigid. As soon as you press a key an immediate change is made, like Pacman. The sensitivity was too high with no way to change it.

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## Do you feel the controls for the character were explained clearly?

There is a jump feature stated in the menu but it wasn't present in the build for the game.

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## How did you feel about the monster wandering around the hotel? Do you think he should be improved in any way?

The monster could chase the player a little to make the scene a little bit more intense.

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## Do you feel you understood the point of the game?

Honestly, I don't understand the point of the game. There is very little to do with it and it lacks in entertainment.

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## Do you feel you understood the story of the game?

There was no indication of the story being used in the hotel scene, the hotel scene was just escape but look out for Ghosts. There was nothing to show who you were, how you got there, and how the hotel got to that point.

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## Who do you think this game is aimed towards? Why do you think that?

Most horror games are 15+. My personal opinion is that with the nature of this game the target audience would be 15+ as horrors can be too much for children.

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This form was created inside University of South Wales.

Google Forms