Playtest Report

Blast Droids

GAM150-A Lab – 3/23/17, Al-Khwarizmi

# Was there anything you expected to see in the game that you didn’t?

*“Score, ability cooldowns, general player feedback, increasing difficulty.”*

*-Sam Sage*

## Average Feedback

On average, our play testers wanted to be rewarded for their actions. This question’s answers often were repeated in the upcoming question involving rewards for actions. The consensus was overwhelmingly weighted towards feedback, through sounds, visuals, and gameplay.

## What problem is exposed?

Players seemed to lose engagement when not rewarded for their actions. Players are not gaining incentive to continue their play session beyond the fun of killing the enemies. Many testers showed a liking toward the controls and the feel of the game, but that was not enough to cause them to want to finish an entire play session, considering the fact that there were few objectives to track.

## How will we fix this?

We have many plans to fix these problems. We will make better use of our existing systems such as particles and sound, giving players more feedback upon using actions.

# In the future, what character abilities would you like to see?

*“Ability that lets you hurl asteroids at enemies or destroy asteroids into smaller pieces.”*

*-Quintin Steiner*

## Average Feedback

Players suggested a slew of different abilities. The fact that the abilities were so creative and varied suggests that players are confident in both the gameplay system (controls, physics) and our abilities as developers. Players were often inspired to think of new abilities and gameplay systems. This is attributed to both our development strategy, which implores players to provide their feedback, and our robust systems.

## What does this feedback mean? By dividing the ability suggestions into these four categories, we can hypothesize what aspects of the gameplay players enjoyed the most. This assumes that players are more likely to suggest abilities that exaggerate their favorite aspects of the gameplay, as opposed to the aspects which they think were lacking.

# On a scale of 1-5, how difficult was Blast Droids? Why?

*“I can see someone losing only if they try to.”*

*-Bryce Dixon*

## Average Feedback

It is easy to see that the play testers considered the game to be incredibly easy. For the most part, players mentioned that there was an imbalance between the difference entities interactions within the game. The player’s health was too high, considering how easy it was to dodge enemies. The player’s damage was too high, considering how few enemies were on the playing field. Those players who mentioned the difficulty as a 5 will be considered to not represent the general consensus as their feedback indicates a level of confusion with the question.

## Is this a problem/How do we fix it?

Considering our vision for the game, this is in fact an issue. It is our intentions to make a game that is both difficult and accessible. The feedback provided by players regarding the controls implies that the game in its’ current state was accessible, but a bit too easy. Moving forward, increasing difficulty while maintaining accessibility will be a priority.

# What did you like the most about Blast Droids?

*“Freedom, clean physics, visuals, and movement.”*

*-Mohammed Amro*

## Average Feedback

The favorite aspects of Blast Droids! almost unanimously involved player movement and combat. Most players mentioned either the feel, the actions themselves, or the speed of the game as what they liked the most.

## What does this mean?

Knowing what players liked the most about a game can be just as useful as knowing what they do not like. Moving forward, we will use the knowledge of what existing features in the game provide players with the most engagement to better determine what changes need to be made, what priority they should have, and when they should be completed.

# What did you like the least?

*“My teammates wanting to finish the level but I wanted to kill everything.”*

*-Skyelar Sillyman*

## Average Feedback

The least favorite aspects of the game revolved around player feedback and instruction. We found that players were likely to skip the tutorial section of the menus, and thus become confused in the beginning phases of the game. Players would begin the game confused about which player character they were, considering there was no indication of which color a player controlled, then they would become confused in the abilities and controls, and then become confused on their objectives in the game, and how to finish a level. Based on the feedback provided from the questionnaire, when players were asked whether they think the controls were intuitive (a question which will not be covered explicitly in this report), they responded by saying that the controls were not conveyed well enough, but once figured out, they were fairly easy to grasp.

## What does this mean?

The feedback of which aspects of the game were the least favored is the most important feedback provided in the playtest. We will use this information to pinpoint what new features and fixes are the highest priority moving into the next milestone. Considering how close we currently are to the final submission, this feedback is crucial to providing polish to the game, and ensuring that player’s experiences are not only excellent, but consistent.

# Contact Information

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