Usability Playtesting

* **Game**
  + Include a description of your game.
  + Penguin Mountain is about a group of penguins having fun on a mountain path. Through various regions and obstacles of the mountain, you, as a penguin, join with your fellow penguin friends and traverse to the highest point of the mountain, where your main group of family and friends are.
  + What is the goal?
  + Your goal is to climb to the top of the mountain to meet up with your big group of friends and family of penguins by finding the various paths around the mountain and using the mountain field to your advantage.
  + What do you want your player to feel?
  + I want the players to feel stress relieved while still keeping them a tiny bit of challenge, just to keep them entertained, though sight-seeing and the cute penguins will do most of the work.
* **User profile summary (basic)**
  + Age, gender, experience/console/industry affinity,
  + Why these users were chosen
* **Playtest**
  + Reference “Good Games Are Created Through *Playtesting”* in AGD
  + What do you hope to learn from your playtest?
    - Test something specific.
      * How did players like the art?
      * Did they understand the feedback provided?
    - How did the players like the art/penguins? What did they feel when they encounter the various penguins through various parts of the game?
    - Did they understand how each mechanic worked?
    - Were they able to get through the levels easily/ know how to get through the levels easily?
  + Ask the 5 important questions of game design:
    - Why?
  + The reason is what I hope to find out from my playtest
    - Who?
  + Fellow college students who want to enjoy a stress relieving game
  + Those who want to play a game with hopefully cute penguins and traversing a mountain
  + Not too hardcore gamers focused on action games
    - What?
  + Seeing how the players will react to the penguin and the various penguins throughout the level
  + Seeing if the levels are more easily traversable and challenging/engaging enough so that they aren’t bored
    - Where?
  + Somewhere casual or comfy, without much done from the players, where the players are comfy, be it their home or just where they are when I ask them and they feel comfortable enough
    - How?
  + Besides the basic instructions such as moving and jmping, I will only watch how they react as they make it through the levels
* Set 3 **hypothesis** before starting and report how the actual events transpired.
* 1. The players will feel comforted playing the game and not feel stressed at any points
* 2. The players will be able to find their way through the game without much trouble
* 3. The players will find the various penguin situations cute and stress relieving.
* **Results:**
  + Focus on emotional responses when justifying success or failure.
  + Ex: “⅕ users smiled when they heard the cute voice over of the player jumping.” “⅗ users were reported saying: “what the fuck?””
    - What worked well?
    - What didn’t work?
    - How you addressed the problem.
    - Survey results.
* Upload a **video** compilation of the 5 playtests here:
  + <https://www.youtube.com/playlist?list=PL6h-ZZ9u4vKmEo_iq4Uh9NDGRRIPKILPP&jct=G6_uqPlJpz0uT-CJcJi2cYEVJvXckw>

Remember you are to remain objective when conducting your playtest. Don’t highlight or reveal that this is your game (if possible). Practice and follow a script. Do not assist players, let them struggle. Like reaaaallly struggle. It should get to the point where the player absolutely, 100%, cannot progress without your assistance help before you say anything. Let them discover your system. Prose questions throughout that are objective: “Why do you feel that way?” “What did you expect?” etc.

Reference document:

* The reference provided is incredibly verbose. I would use this as a reference but I expect 3-4 pages maximum.
* <https://docs.google.com/document/d/1f-ycpkELoFRtBEQ-e5e9h5QShH7595wzdjMZj0DIEyY/edit?usp=sharing>