Tyler Gemora, 31672308
Khoa Nguyen, 43498533

Game 2 Playtesting Document

Script:
- Introduction: This is a short, simple game that asks you to use the mouse to defend yourself. You may look at the instructions for details on how to play and play as much as you want; you must at least play until you win or lose once. Please note that you are being recorded, and we ask you to vocalize your thoughts as you play to let the developers have a better idea on how good parts of the game feel to players.
- Follow-up questions:
  - How were the sound effects?
  - How were the visuals of the game?
  - How did the difficulty of the game feel?
  - Did you focus on surviving or getting a high score?
  - Did you notice the combo system in the game?
  - Was there anything that you weren't expecting?
  - Any other thoughts?

Game:
- Description: You are playing as someone who is working in a robot factory when the robots' protocols suddenly change and they threaten to attack humans. Thankfully, the factory is prepared and it comes with a laser defense system that can cut through the robots and neutralize them instantly. You manage to get a hold of the defense's targeting systems, and you realize that you need to target the laser to slice the robots. However, hitting the robots might prove difficult since the laser relies on a predefined set of targeting coordinates before firing.
  The player controls the laser targeting system with the mouse; they click drag across the screen to set a path for the laser and release to fire it in that selected path. Because the laser takes a tangible amount of time to travel through the path, short-term planning of the player is required in order to efficiently take out many robots at once. The robots are also constantly moving on the screen, further increasing the difficulty of using the laser. Finally, the laser also has a limit on how much it can be used at once; spamming the laser will prevent the player from using it for when they need it most.
  The robots themselves are very simple in how the player interacts with them. They move on a set path on the screen to get to the player. If they go off of the screen, then the player takes damage as the robot has reached them. The robots will go down in one or two hits with the laser, so it is only necessary to graze them with the laser to destroy them. The robots spawn in waves as to let the player have moments of tension and moments of brief reprieve.
  There is also a combo system in place to add to the score of players as they play. The combo multiplier increases as a single laser path destroys more robots sequentially and resets when the path ends. Reaching high scores can only be

done by hitting very big combos on the robots. While not necessary to complete the game, the score and combo gives the players feedback on their playstyle.

- Goal: The primary goal of the game is to get through all of the waves of robots and survive until the end. A secondary goal is to get a high score by reaching high combo counts with the laser.
- Feeling: The players should feel pressure both in terms of the short amount of time given to destroy each robot and with the low amount of time that the player is allowed to fire the laser for. They should feel that the balance of quick enemies and resource management isn't too difficult or too easy for them to handle, and they should feel the pressure of each relatively equally. The aesthetics of the game (visuals, audio) should enhance the experience, not distract from it.

User profile summary: these users were chosen because they agreed to play after we asked

- User #1:
    - Age: 27
    - Gender: male
    - Experience in computer games: more in past, not as much in present
    - Response:
        - Audio: sound effects made it more exciting, different senses
        - Visual: menu is simplistic and gets job done, could be better
        - Difficulty: jumping robots easy, feedback on robots good (video and visual)
        - Survival: just trying to stay alive, paying attention to health
        - Combo: did not notice combo system, need more feedback
        - Surprise: laser following line felt unique
        - Other: none
- User #2:
    - Age: 20
    - Gender: female
    - Experience in computer games: very little experience
    - Response:
        - Audio: noticed lazer sound effect and visual aspect of the lazer
        - Visual: it helps to see the mechanic of laser
        - Difficulty: the instruction is clear and simple, "the game is easy", but didn't get too far
        - Survival: not noticing score, just trying to survive most of the time
        - Combo: did not notice
        - Surprise: not expecting different waves of enemies
        - Other: none

- User#3:
    - Age: 22
    - Gender: female
    - Experience in computer games: not much experience playing games
    - Response:

- Audio: sound effect is capturing, especially laser effect
- Visual: laser visual effect is not clearly capturing the mechanic
- Difficulty: 7/10
- Surprise: hard to draw the laser
- Survival: trying to increase score
- Combo: did notice score changing from it
- Surprise: nothing unexpected
- Other: instruction isn't clear, need to add more enemies

User#4:
- Age: 26
- Gender: male
- Experience in computer games: none
- Response:
  - Audio: solid
  - Visual: good background
  - Difficulty: "too easy", but didn't get far
  - Survival: focus on winning
  - Combo: yes, did notice
  - Surprise: noticing A.I. enemies
  - Other: Game is solid

User#5:
- Age: 22
- Gender: male
- Experience in computer games: none
- Response:
  - Audio: in-sync for some part
  - Visual: didn't keep up with the control (laser)
  - Difficulty: too hard, can't beat the game
  - Survival: trying to survive, not keep track of getting high score
  - Comb: did notice
  - Surprise: blue enemy appears
  - Other: solid

Playtest:
- What we hope to achieve:
  - Is the audio of the game too obnoxious? Does it fit the game?
  - Is the game too easy or too difficult?
  - Are the aesthetics of the game sticking out? Does anything get in the way?
  - Do they want to try and get a high score?
  - Did you notice the combo system in the game?
- 5 important questions
  - Why? We are playtesting to test whether certain hypotheses (below) are true in our game, and if so, how to handle the situations.

- o Who? UCI students that agree to playtest after being asked (tissue testers).
- o Where? Donald Bren Hall to find people not busy to test the game.
- o What? Look for the truth of hypotheses and bugs that break the experience.
- o How? Give students controls after brief introduction, record their reactions, and ask them follow-up questions.

Hypotheses:
- The game's audio balances will give good feedback on all of the events that occur in the game and will not be obnoxious after the player adjusts the volume to their liking.
- The game will be too difficult for first-time players, but will be completable for those who play games regularly.
- The controls will be intuitive for anybody who has used a computer mouse before and for anybody who has played games on the computer before.

Results:
- Hypotheses:
  - o 5/5 agreed that the game's audio did improve the experience. However, 1/5 said that there could be more sounds in certain situations to improve feedback. **Success**.
  - o The game was indeed too difficult. 5/5 could not even get halfway finished, however we were unable to find any testers who had a lot of experience in games. **Inconclusive**.
  - o Unfortunately, we weren't able to find anybody experienced enough to test the mouse hypothesis. However, 5/5 seemed to be able to use the mouse without trouble. **Inconclusive**.
- Reactions:
  - o 5/5 players were confused when first starting the game, even if they looked at the instructions prior. 3/5 managed to overcome this confusion while 2/5 remained confused throughout.
  - o 5/5 players played the game at least twice. 2/5 players played at least three times. 4/5 didn't seem excited to play more than once, though.