

Qualitative User Testing

Introduction

I conducted this user testing while continuously developing my project to make sure everything was done properly and emphasised on user enjoyment through my friend groups who play a wide variety of games so they have widespread experience on different types of themes and settings as well as gameplay mechanics that would help me identify any issues for any players trying out my game.

User Testing

At first, I was deciding on the type of game I even wanted to make and the setting for something that's not really done often. So in the end I chose a darker setting with the feeling of emptiness and a sense of urgency through a timer to simulate a game for speed running and finishing levels as soon as possible so it was important to create a well flowing platforming feeling that made sense but also allowed for experimentation and as it was only the first level the users thought it would also make more sense to make it more linear but also to not limit the player by forcing them onto specific platforms.

This allowed me to lead into creating a timer system which would either turn red if you failed or gold if you finished the level which made sense in the context of the game and the users enjoyed the feature.

For lighting I kept it as is at first with a single directional light which users reported is quite plain and does not make the game as unique so I opted to add a post processing layer to the players camera which makes everything stand out more with a reddish hue, then in the backend add a fog that allows for a more eerie feeling as well as making the directional light red to add more atmosphere.

For enemies at first, I didn't have any, but users suggested that I added some and I decided to add a simple enemy with a path to keep them more interesting and moving which also makes them harder to with your mouse click, I've also added a score system that allowed them to increase their score while aiming for the fastest time possible.

Before putting in any kind of menu many users did not even know what controls were available such as a dash or even crouching even though it has no particular use as of right now, so I opted to put a simple text screen in options to list the available options as well as the control scheme that's easily accessible at the start of the game.

Conclusion

Thanks to the many users I had help testing my game I managed to create a fun short experience that could only get better with more game mechanics added in and more enemy variety. It also allowed me to figure out any issues before I officially released the game and caught bugs early.