

# JuiceBoost

## Test Document

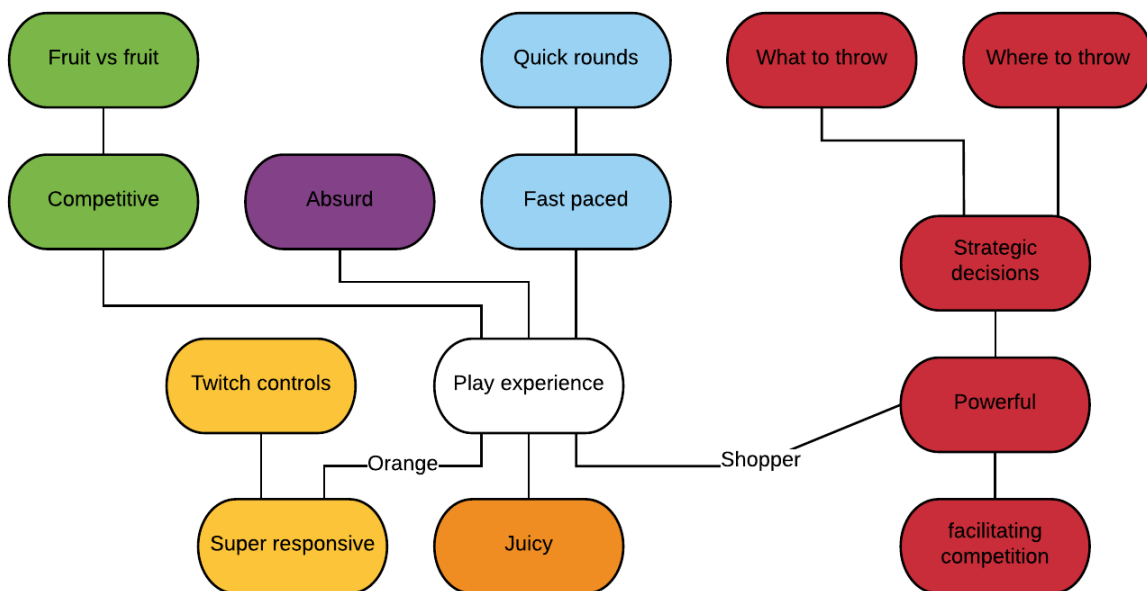
Sebastian Karstensen ([slae@itu.dk](mailto:slae@itu.dk)), Nikolaj Licht ([nlic@itu.dk](mailto:nlic@itu.dk)), Bjørn Skovlunn Laursen ([bjol@itu.dk](mailto:bjol@itu.dk)), Niels Andreas Østman ([nies@itu.dk](mailto:nies@itu.dk)), Johan Emil Raben Østergaard ([jemi@itu.dk](mailto:jemi@itu.dk))

## Introduction

### Intended Play Experience

The game is a party game intended to be picked up and played in a relaxed and light social context such as a party or when you are having your friends over. It can be played by two to five players. The participating players will be competing in a fast paced racing game with responsive controls. Each playthrough will consist of five quick rounds. It is the intention that one to four players will compete against each other, playing as different fruits. One player will play as the shopper-character and throw objects onto the cash register to create obstacles for the competing fruits and thereby strategically facilitating the play of the fruits. The shopper-character is therefore not part of the competition, but still part of the game.

The diagram below illustrates the different areas of our intended play experience:



*Play experience diagram*

### Social Play as a Factor

In the social setting that we imagine the game will be played in, a usability factor like intuitiveness is less important than for many other games. This is because of the assumption

that whoever brought the game to the setting will have tried it before, and they can quickly instruct the other players due to the relatively simple scope of the game. For this reason, usability is not our main concern, but we will test it to see what further improvements that can be made to our communication to the players.

## Testing

All testing was conducted after the beta-build was developed. The participants were arbitrarily selected amongst the group's network, mostly consisting of students at ITU.

### Play Test

To understand the overall feel of the game, and to test if the game fulfilled the intended player experience, we conducted a play test. This further had the goal of highlighting possible improvements to be made. As it is a social game, we conducted multiple playtests in various social settings.

As the game requires multiple screens, we had the game set up on a laptop and either an external screen or a projector. Furthermore, as the game is multiplayer, we had controllers ready for the users. Before the first round of the game, we would explain to the players how they controlled the fruit and which fruit they played as, and how the one player controlled the shopper, including the options associated with this role.

After each play session, the players would fill out our questionnaire regarding the play experience. The questionnaire consisted of three layers: background information, questions about the player interactions and goals, and finally asserting the mood of the game. The questionnaire, with data, can be found in the appendix.

### Usability Test

To investigate if the game was user friendly, we also conducted a usability test. Unlike the play test, the test persons were not instructed in any way before playing the game. The players were asked to think aloud and express whatever came to their mind regarding the game, while going through one play session consisting of five rounds. This is applicable to both the players controlling the fruits, but also for the player throwing objects. After the five rounds, we had the participants switch roles to get more saturated data. During the test session, we noted any relevant observations, which would aid us in investigating the usability of the game. These notes can be found in the appendix, whereas the outcome of the test is discussed in the following section.

## Results

### Play Test results

We had nine people playtest the game and followingly answer a playtest questionnaire. Five males and four females were among the playtesters, and everyone was between 21 and 30 years old. The questionnaire was designed to show if we had reached our initial goals for the

game. Since our game is a fast paced racing game, responsiveness and controllability was a core focus of the game.

When asked if it was frustrating to control the fruits, two of nine agreed, while the four strongly disagreed and one disagreed to the question. We then asked if the jump functionality was useful, which half agreed or strongly agreed that it was, while only two disagreed. We can thus conclude that the intended ease of control of the fruits was achieved, while there is still room for improvement. Even though there are two roles in the game; one as shopper and one as fruit, our focus was to make controlling the fruit enjoyable due to the scope of the game. When asked if it was enjoyable to play as the fruit, two were neutral and the rest either agreed or strongly agreed. When asked if people understood the goal of the fruit everyone indicated that they did, same goes for whether or not it was fun to play against the other fruits. The role of the fruit can therefore be said to be very near our intended play experience.

The role of shopper was intended to be as a facilitator for the players playing as fruits. This comes to show when we ask if it was uninteresting to play as the shopper. Two people agree to this while four remained neutral. Note, that not all playtesters tried the role of shopper. When asked if the choices made as shopper were meaningful most people remained neutral, and the same was the case when we asked if it was enjoyable to facilitate play for the other players as the shopper. We can conclude that the role of the shopper is not adequately fun and needs work. However, there would be no game for the fruits if no one took on the role of the shopper.

Another core goal was to create a very fast paced and highly replayable game. No one thought that the game was too fast. One was neutral and eight disagreed to some extent when asked if the game should be faster. Most importantly, when asked if they wanted to play another game of Juice Boost, two thirds of the test group replied that they wanted another game.

## Usability Test results

The conducted usability test featured two players, who had never seen the game before. One player played as the shopper, and the other played as a fruit. The shopper was able to select the appropriate game mode of two players and start the game.

The fruit player quickly realised the objective of the game and was able to intuitively grasp the controls. After a while, he also became aware of the jump recharge mechanic, signified by the yellow glow around the orange. Since there was only one player playing as a fruit, the competitive aspect of the game seemed lost on the fruit player, and the playing system with rounds and a scoreboard did not matter to him. One of the players was able to deduct that the competitive aspect of the game was not meant to be between the shopper and the fruits, but that the game seemed designed for competition between several players playing as fruits. In terms of perceived player interactions, the participant who played the shopper, was not able to understand all the control options intuitively. This meant that he did not press the number 1, 2, 3, 4 or 0 nor did he press and hold down left mouse button to auto-fire.

However, the participant did try to press W, A, S, D as he expected some possible actions here.

## Conclusions

The core goals of Juice Boost were to make a fast paced and highly replayable social game. Juice Boost was to be a casual game intended for playing with a bunch of friends from a couch or at a party.

One playthrough of Juice Boost consists of five rounds of up to 20 seconds with up to five players. All play testers agree that the game was fast enough and most agreed that it was enjoyable to play again. The core goals of the game therefore seem to have been achieved. The role of shopper was not interesting to play according to our playtesters and definitely needs work. Perhaps the option of having an automated control of the shopper would be something to consider, should we continue to work on the game.

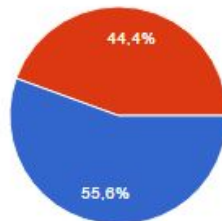
We wanted a general mood of the game that was light and fun. All except one of our testers agreed that the game was light and fun, so this goal was fulfilled as well. We intended to make the game absurd, but this was not achieved according to our testers. Adding absurd objects to throw onto the cash register was an idea that we considered during development, but it was deemed out of scope for this project.

There is no doubt that our usability test showed significant flaws of the game, but since it is only aimed at being played in a social setting, players are most likely to communicate this to each other. Therefore, even though this area could benefit from further development, it is not the most critical aspect of the final product.

# Appendix

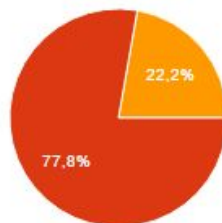
## Results of Questionnaire

### What is your gender?



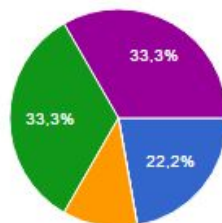
Male	5	55.6 %
Female	4	44.4 %

### How old are you?



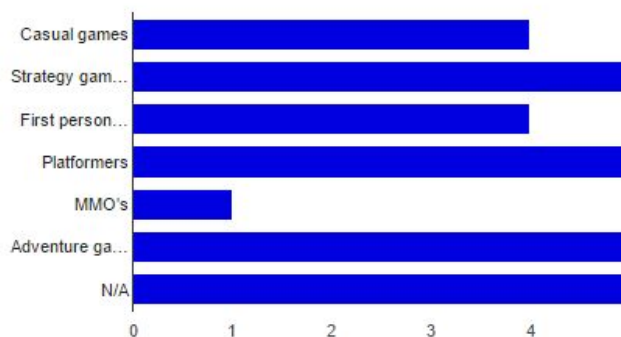
0-20	0	0 %
21-25	7	77.8 %
26-30	2	22.2 %
31-35	0	0 %
36-40	0	0 %
41+	0	0 %

### How often do you play digital games?



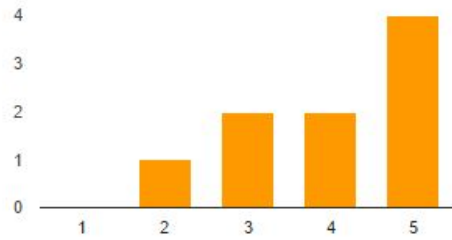
Almost never	2	22.2 %
Less than once a month	0	0 %
At least once a month	1	11.1 %
2-3 times a week	3	33.3 %
Almost every day	3	33.3 %

### What types of games do you like to play (if any)?



Casual games	4	44.4 %
Strategy games	5	55.6 %
First person shooters	4	44.4 %
Platformers	5	55.6 %
MMO's	1	11.1 %
Adventure games	5	55.6 %
N/A	5	55.6 %

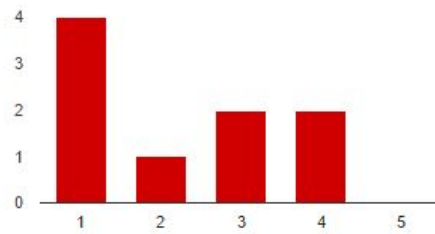
### You are a competitive person



Strongly disagree: 1	0	0 %
2	1	11.1 %
3	2	22.2 %
4	2	22.2 %
Strongly agree: 5	4	44.4 %

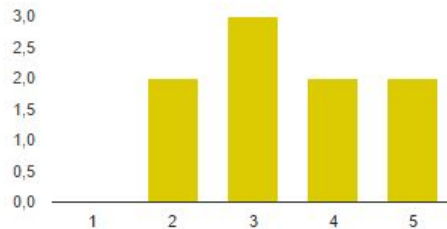
### Game responsiveness

#### I was frustrated by the controls of the fruit



Strongly disagree: 1	4	44.4 %
2	1	11.1 %
3	2	22.2 %
4	2	22.2 %
Strongly agree: 5	0	0 %

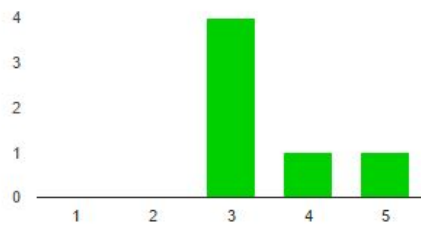
#### I found the jump useful



Strongly disagree: 1	0	0 %
2	2	22.2 %
3	3	33.3 %
4	2	22.2 %
Strongly agree: 5	2	22.2 %

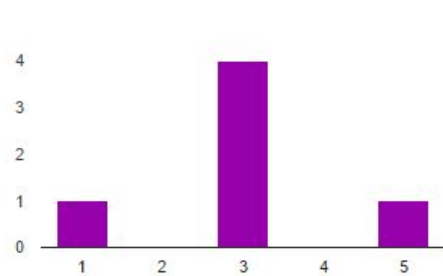
### Role as shopper

#### It was uninteresting to play as the shopper



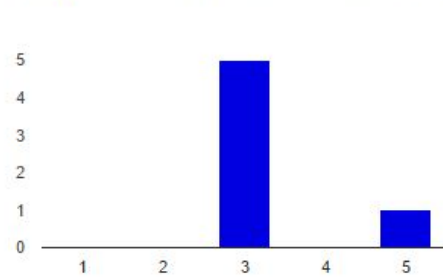
Strongly disagree: 1	0	0 %
2	0	0 %
3	4	66.7 %
4	1	16.7 %
Strongly agree: 5	1	16.7 %

The choices I made as the shopper were meaningful



Strongly disagree:	1	1	16.7 %
	2	0	0 %
	3	4	66.7 %
	4	0	0 %
Strongly agree:	5	1	16.7 %

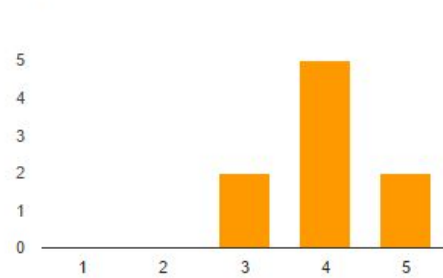
As the shopper it was enjoyable to facilitate the play for the other players



Strongly disagree:	1	0	0 %
	2	0	0 %
	3	5	83.3 %
	4	0	0 %
Strongly agree:	5	1	16.7 %

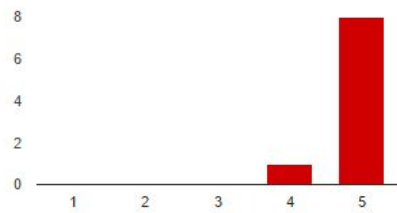
Role as fruit

It was enjoyable to play as the fruit



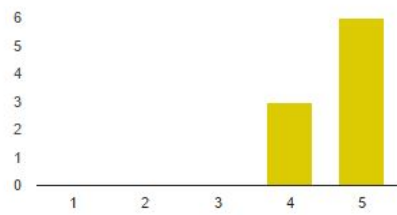
Strongly disagree:	1	0	0 %
	2	0	0 %
	3	2	22.2 %
	4	5	55.6 %
Strongly agree:	5	2	22.2 %

### I understood the fruit's goal



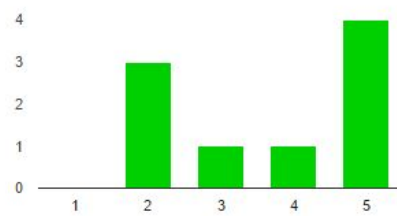
Strongly disagree:	1	0	0 %
	2	0	0 %
	3	0	0 %
	4	1	11.1 %
Strongly agree:	5	8	88.9 %

### It was fun to compete against the other fruit(s)



Strongly disagree:	1	0	0 %
	2	0	0 %
	3	0	0 %
	4	3	33.3 %
Strongly agree:	5	6	66.7 %

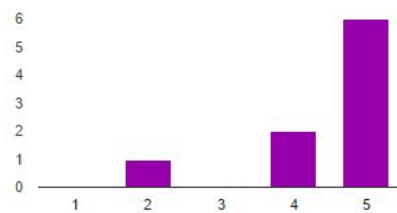
### The properties of the obstacles made the game more competitive (e.g. bounce on meat, use cheese as ramp)



Strongly disagree:	1	0	0 %
	2	3	33.3 %
	3	1	11.1 %
	4	1	11.1 %
Strongly agree:	5	4	44.4 %

## Mood

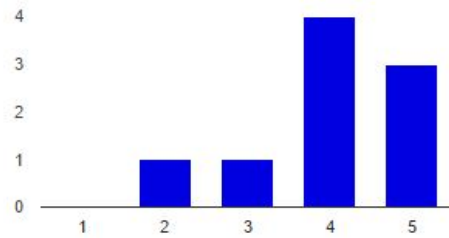
### The mood of the game was light and fun



Strongly disagree:	1	0	0 %
	2	1	11.1 %
	3	0	0 %
	4	2	22.2 %
Strongly agree:	5	6	66.7 %

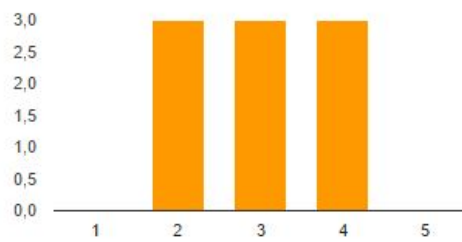


### The visual style of the game was goofy



Strongly disagree: 1	0	0 %
2	1	11.1 %
3	1	11.1 %
4	4	44.4 %
Strongly agree: 5	3	33.3 %

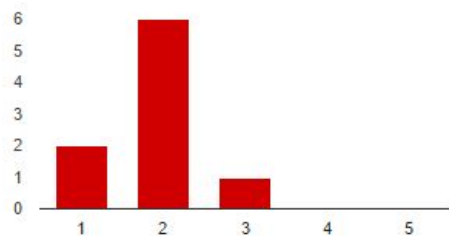
### The game was absurd



Strongly disagree: 1	0	0 %
2	3	33.3 %
3	3	33.3 %
4	3	33.3 %
Strongly agree: 5	0	0 %

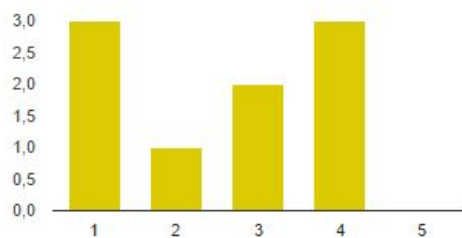
## Game pace

### The pace of the game should be faster



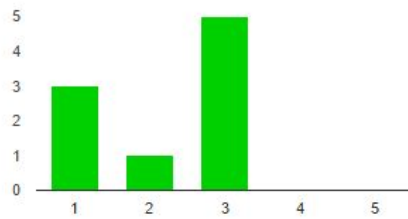
Strongly disagree: 1	2	22.2 %
2	6	66.7 %
3	1	11.1 %
4	0	0 %
Strongly agree: 5	0	0 %

### It was stressful to play the game



Strongly disagree: 1	3	33.3 %
2	1	11.1 %
3	2	22.2 %
4	3	33.3 %
Strongly agree: 5	0	0 %

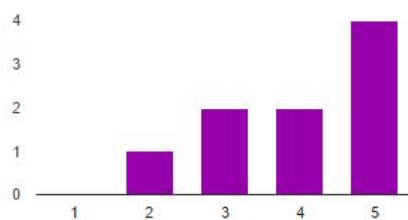
### The music made the game more stressful



Strongly disagree: 1	3	33.3 %
2	1	11.1 %
3	5	55.6 %
4	0	0 %
Strongly agree: 5	0	0 %

### Replayability

#### I want to play another round of Juice Boost



Strongly disagree: 1	0	0 %
2	1	11.1 %
3	2	22.2 %
4	2	22.2 %
Strongly agree: 5	4	44.4 %

### Usability notes

Choose how many players?

*"We are two players"*

*"Are we against each other, or what? Shopping cart represents one player, oranges are other players?"*

Since there is only one "orange", the race element of the game is not obvious

*"oh, I have 20 seconds"*

*"The scoreboard shows that there are more fruits, so you can be different fruits?" - No comments on the scores in the scoreboard.*

We probably have to go forward? Go as far as possible, avoid obstacles. Shopper has to put in obstacles.

*"Oh, there's a goal line".*

Spam click (doesn't hold down the button – can't figure it out).

Shopper can't see where the orange are (once "fire" is discovered, it helps).

Jump is not "spammable" – finds out that the orange can jump when the orange is on fire.

Shopper realizes that he can throw objects high/low.

Shopper is uncertain whether or not there is a limit to items.