Playtest Report Document

Spring 2021

Game Tiltle: Jumperman

Team name: Only4

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1. Introduction

Jumperman is a puzzle platformer game, inspired from many retro games but with the aim to create more unique features and well-designed levels. The player will take on the role of Jumperman while his goal is to find a path than can lead him safely to the destination. Only one tile will be coloured in gold, indicating that that is the destination tile. The player will start off with three lives. Each time the enemy touches the Jumperman, he loses one life and the game ends if he runs out of lives or fell off the tile. Player can restart the level if he wishes to. Aside from that, Jumperman has the ability to kill an enemy just by jumping on top of them.

Outlook of the gameplay:
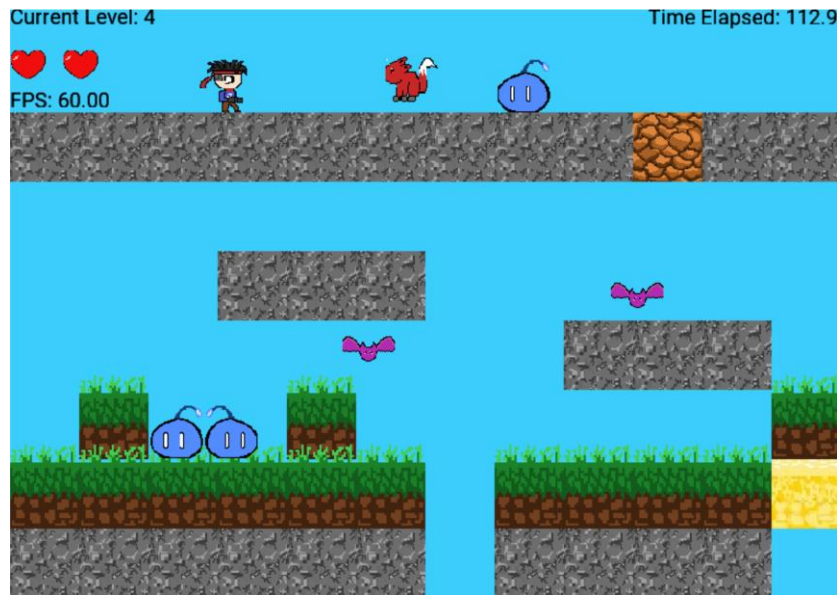
What made Jumperman stands out from other platformer games is the Platform Tile System. Player gets to choose however they want to interact with the tiles to help them reach the end goal. The tile system consists of four different tiles: Objective Tile, Regular Grass Tile, Concrete Tile and Special Tile, each serves a different purpose in the game.

Tile Design:

2. Preparation

2.1 Current state of the game

Currently, the team has already designed 9 interesting levels in Jumperman. There are only two playable levels at the start. In order to unlock the rest of the levels, the player has to pass each stage in order to unlock the next one. There is also a main menu page that allows player to maneuver from main menu to gameplay to level selection. A mute button is also intentionally designed for players if they wish to mute the background music during gameplay. Core mechanics such as enemy movement, player's jump and charged jump have also been smoothly implemented into our game. Additionally, the core feature of the game, tile collapsing system is fully functional as well.

2.2 Objectives of Playtest

User Experience:
The team aims to increase user experience by making Jumperman visually appealing for the users. Although there is limited design skills that the team can offer, the team believes that despite pixel art, animations, and colors being a simple art form, it is enough to appeal a user's visual and emotions.

Usability:
In addition to that, the team also aims to allow flexibility for the user. In Jumperman, it allows users to adjust screen resolution and decide whether to have soundtrack playing in the background. Additionally, game menu and buttons are intentionally designed such that they are simple and intuitive for users to interact with.

Fun Factor:
Aside from testing the game user interface and design, the team also aims to test the fun factor of the game. In order to keep the game fun, the team focused on building the core mechanics of the game, such as player's movement, introducing new enemies, harder platforming section and new abilities for the player. Hence, even if the player repeats the mechanic over and over, the game remains fun because of the new elements the team introduced in the game.

Level Design:
The levels in Jumperman are designed to be fun and challenging. However, the levels that the team has designed are mostly not difficult to pass. It is expected that the team will have to adjust the difficulty level of the game after gathering inputs from user feedback.

2.3 Survey Questions

- Is the core game mechanics clear and easy to understand?
- Are the controls intuitive and easy to use?
- Do you think the soundtrack fit the theme of the game? If no, elaborate more.

- Do you wish to see more improvement in the design of the game? If yes, elaborate more.
- Does the player have a clear and easily understood objective?
- Do you think a tutorial is necessary?
- Suggest at least one idea how we can make the game more interesting for players.
- Was there anything you wanted to do but you couldn't?
- What do you think should be removed from the game?
- What was the favorite moment or interaction?
- What was the least favorite moment or interaction?
- What was the difficulty level? Too easy, just right, hard, difficult?
- How would you describe this game to your friends?

3. Executions
3.1 Report Findings

The team has managed to conduct a total of 13 playtests. Out of the 13 of them, the team will pick 5 of the most interesting findings to write about.

3.2 Observations

Play-Tester 1

First name: Conant
Observer: Min Yi
Notes:
- Rage quit at level 6 because Play-Tester could not pass the level.
- Pleasantly surprised with the particle system when the player held charge jump.
- Died multiple times at level 5.
- Confused with the "charge jump" instruction.
- Impressed with the tutorial design level.
- Laughed upon seeing the player unexpectedly fall off the tile in level 6.

Learning Point:
I was surprised that the player did not fully understand the charge jump instruction the same as I intended to be because all of the play testers went through the tutorial very smoothly. In addition, player seemed to like the graphics in Jumperman a lot because of how constantly impressed he was regarding the UI and design of sprites.

Play-Tester 2
First name: Noel
Observer: Min Yi
Notes:
- Confused to see that the player died immediately after falling off the tile even though he has 3 lives left.

- Play-Tester got impatient in level 5 as level 5 requires the player to wait for the right time to jump on the enemy.
- Disappointed to see that the other 2 levels are not completed yet.
- Got a little frustrated when the player kept dying.
- Struggled with the game controls hence ended dying multiple times.

Learning Point:
Jump mechanics can be improved. For example, allow the player to jump even though player is already off the tile by a little bit. Instruction regarding the player's life could be clearer so as to create less confusion for the player.

Play-Tester 3
First name: Solomon
Observer: Min Yi
Notes:
- Pleasantly surprised and seemed to have lots of fun with the mid-air jump.
- Faced a lot of difficulty when playing level 5 and 6.
- Laughed upon seeing the big slimes at level 6.
- Very persistent in passing the levels even after dying quite several times.
- Passing tutorial level very smoothly.

Learning Point:
Player seemed to enjoy the difficulty level in level 5 and 6 even though he died many times while trying to reach the goal. Moreover, he seemed to like the jump mechanics which is one of the most important core mechanics in the game.

Play-Tester 4
First name: Philip
Observer: Min Yi
Notes:
- No difficulty in getting use of the game controls.
- Surprised to see the big slimes in level 6.
- Predicted the timing very well in level 5.
- Tested if he could do a double jump in Jumperman.
- Laughed upon seeing the player unexpectedly fall off to death in level 6.

Learning Point:
Player expected to have other jump mechanics such as double jump. Seeing how he reacted to the big slimes in level 6, it seems that the team has managed to bring out the fun and interesting elements of the game.

Play-Tester 5
First name: Shu Mei
Observer: Min Yi

Notes:
- Very excited to see the different characters in Jumperman because she finds the character extremely adorable.
- Very persistent in completing the last 2 levels even though the player has died several times.
- Excited when she could do a chain jump on the enemies.
- Very quick to finish the tutorial.
- Skipped level 5 because it was too hard for the player.

Learning Point:
It is to my surprise that there are people who would appreciate the art in Jumperman even though the team is only using simple pixel art to create the characters. Moreover, it is also a satisfying sight to see someone enjoys playing Jumperman a lot despite being bad at playing the game.
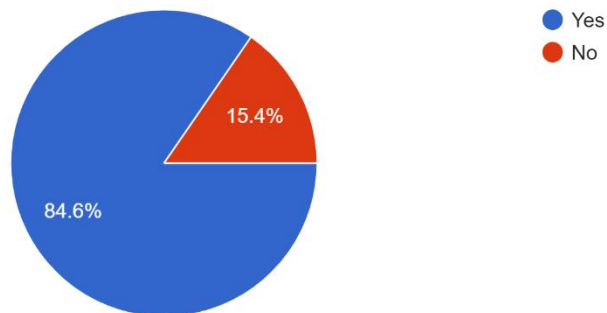
4. Analysis

4.1 Survey Results

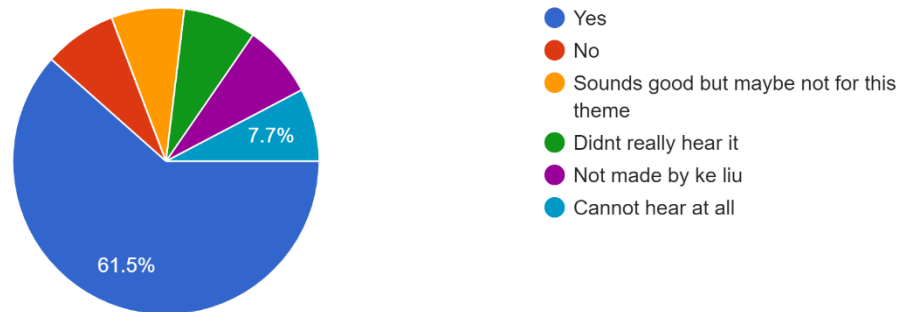Is the core game mechanics clear and easy to understand?
13 responses

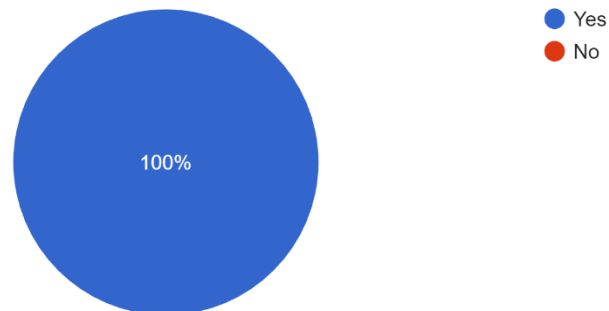- Yes
- No

100%
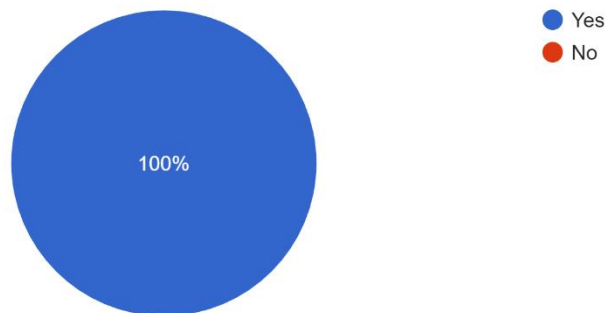
Are the controls easy to use?
13 responses

- Yes
- No

15.4%

84.6%

Do you think the soundtrack fit the theme of the game? If no, let us know why.

13 responses

- Yes
- No
- Sounds good but maybe not for this theme
- Didnt really hear it
- Not made by ke liu
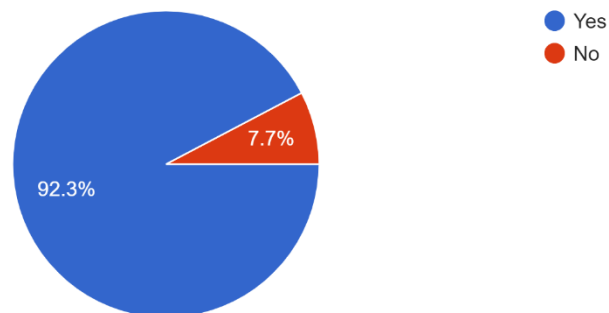- Cannot hear at all

61.5%
7.7%

Does the player have a clear and easily understood objective?

13 responses

- Yes
- No

100%
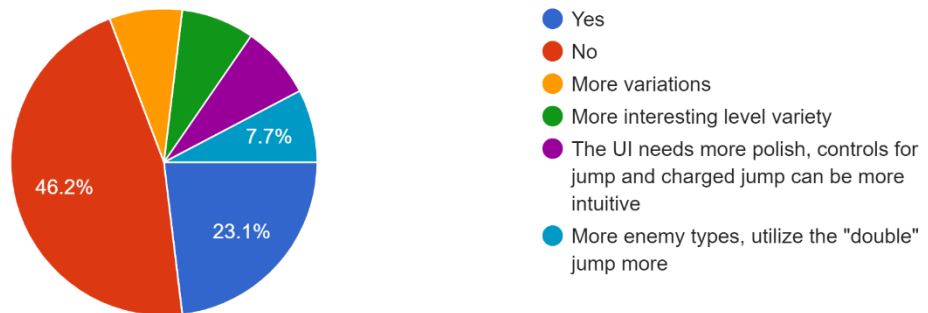
Do you think the tutorial is necessary?

13 responses

- Yes
- No

92.3%
7.7%

How many levels do you think Jumperman should have?

13 responses

- ● 5 to 9
- ● 10 - 15
- ● 16 - 20

38.5%

15.4%

46.2%
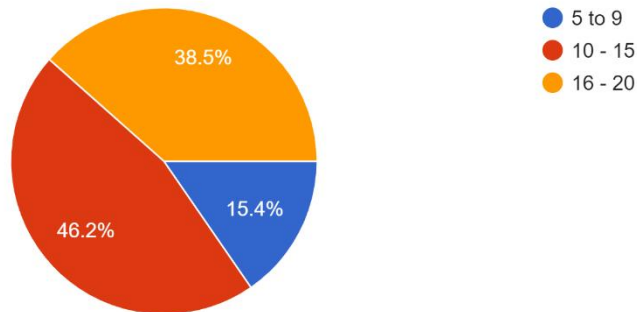
Do you wish to see more improvement in the design of the game? If yes, please elaborate more.

13 responses

- ● Yes
- ● No
- ● More variations
- ● More interesting level variety
- ● The UI needs more polish, controls for jump and charged jump can be more intuitive
- ● More enemy types, utilize the "double" jump more

7.7%

46.2%

23.1%

What was the difficulty level? Too easy, just right, hard, difficult?

13 responses

- ● Too easy
- ● Just right
- ● Hard
- ● Difficult

23.1%

61.5%

15.4%
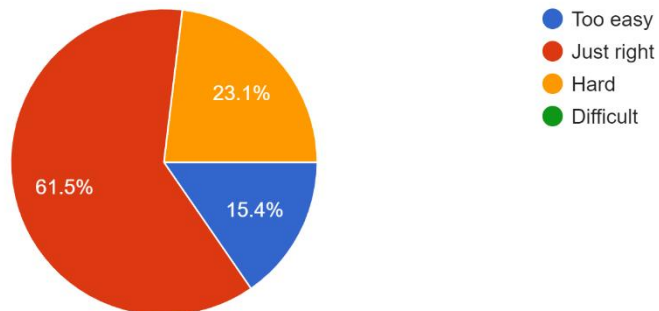
Would you play the game again?
13 responses

- Yes
- No

7.7%
92.3%
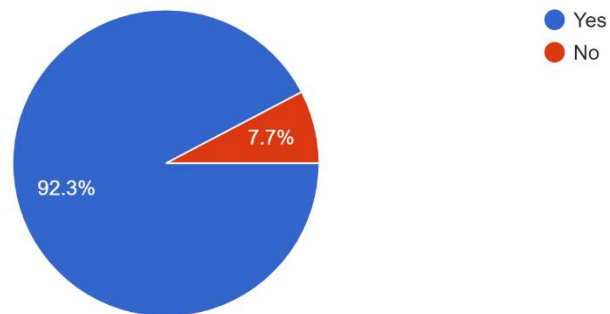
Was there anything you wanted to do but you couldn't?
13 responses

Beat level 5

Charge jump without having to fully charge

Complete Level 7, Leaderboards, Credits, ECS

double jump

Jumping on the big slimes.

To jump on the big slime

shoot stuff at enemies

Double jump

shooting

I could not win Level 4 and 7

Dashing/Air dashing

NIL

not really

Suggest at least one idea how we can make the game more interesting for players.

13 responses

Add more special tiles, more sounds

Environmental hazards

Key and door

more platform types? like some platforms provide one extra jump

Obstacles that require you to chain jumps

More complex level designs that compliment the game mechanics

Level Editor

more interactive platform maybe like bouncing

Maybe can have skills upgrade.

maybe different enemy can have different attack

powerups I guess

Make the game faster? Feels very slowwww

step over the player dead body

What do you think should be removed from the game?

13 responses

NIL

nothing

Buggy hitbox

not really

None.

I have nothing that I want to be removed from the game.

actually charge not very needed

huge slimes

Nothing! :D

What was the favorite moment or interaction?

13 responses

When I first discovered the charge jump

Killing the big slimes

Jumping on many bats

jumping non stop after killing enemies

the "double" jump i found out by accident

Chaining jumps on enemies.

Speedrunning the tutorial

jumping on the enemy

Jumping on the enemies.

jump on the bird and pass the level

jumping off bats

Jumping on the enemy is like jumping on a trampoline

when the player dead

What was the least favorite moment or interaction?

13 responses

The unwinnable levels

Dying because of hitreg

Dying to many bats

getting killed at the side by the bats):

Sometimes I collide with the enemy unexpectedly

Having to press Retry after falling off the map, instead of losing a life and respawning

level design

collapsing platform

After jumping on the bat, I am not able to see where the player is, making it difficult to pinpoint where to land.

collide with the big slime

dying from huge slime

Resetting back to the start of the level

stepping on huge monster

How would you describe Jumperman to your friends?

13 responses

Interesting game

Shovel Knight but idk because I didnt play it

Platforming

i think so?

Classic jumping game

Interesting and challenging

some game I found on y8.com

Train your jumping skills

A fun platform game that requires time planning

A cute and interesting game

Mario but from digipen

Trampoline park

yup

4.2 Positive Discoveries

Out of the 6 levels that the team has designed so far, level 5 and 6 are the favorite levels among the user testers. 61.5% of the user testers find that the levels are well-balanced while 15.4% of them find that the levels are too easy. Before the team even started our user testing, the team has already let some of the people played the game. Almost everyone complained that our levels are too easy and they would like to see harder levels. After seeing the result from the user testers' responds, the team sees a great improvement in the level design. On top of that, the team discovered that all the user testers have clear objective of what the game is and they also agreed that tutorial is necessary in order to understand the gameplay. Seeing that most of the user testers' which is 11 out of 13 of them, claimed that their favorite moment was the jump, the team felt a

sense of achievement because one of the goals building interesting controls and mechanics is one of the goals in the game.

4.3 Main Issues Found

Level Design

- Too little levels to play.

Player's controls

- Jump control is not intuitive enough because different buttons are used for jump and charge jump.

User Interface

- Poor button design.
- Poor font design.
- Buttons in the gameplay are taking too much space than it needs to be.
- Having to press retry after falling off the map, instead of losing a life and respawning.
- After jumping on the bat, player is not able to see where Jumperman is, making it difficult to pinpoint where to land.
- Soundtrack did not fit the theme of the game well.

Bugs found

- Collider between the big slimes and the player
- Enemies remain in the map even after falling off the tile.

4.4 Improvements and Recommendations

A polished and well-balanced user interface is necessary to ease and engage a player's gameplay experience. In order to ensure that, there are several recommendations that the team will take into considerations. Firstly, the team has decided to design textures for buttons instead of drawing rectangles to make it more visually appealing. Secondly, the mute and pause buttons will be downsized as many complained that it took up more space than what it is needed in the gameplay screen. Thirdly, the team will improve the UI design by using a more interesting font instead of the default font.

It is necessary for a game to have good controls because it can help to communicate players' intent, making them feel that they have full control of the game. Since some complained about the jump and charge jump buttons not being intuitive enough, the team has decided to change the buttons to sharing the same one. Aside from that, making sure that the levels are well-balanced is also one of the crucial elements as it helps to ensure that the game remain fun and challenging. Hence the team has decided to create more levels and design them in such a way that it complements well the player's jump mechanics.

On top of those, it is important to ensure that the game is bug-free because bugs in game will not only make the game unplayable but also less enjoyable for the player too. Hence, there is a need to solve the collider issue between the player and enemy as colliding and jumping on the enemy is considered one of the cores mechanics in Jumperman.