REPORT ON PLAYTESTING - TEAM HA(K)R

I. Goals

- To understand where we are at so far for this project
- To put our game into judgement and see how players feel about the gameplay
- To validate our current art style and how it fits within the game
- To identify any glaring weaknesses of the project that need to be visited for the Beta version
- To sort out our priority for the completion of the game.

II. Survey Details

The survey is available on Google Form, which can be visited by following this link:

https://docs.google.com/forms/d/e/1FAIpQLScKKN5mwCaqQVzkXYUoMdPSmsMcLXD64P8Tlqs_ZnaLgjLDUw/viewform?c=0&w=1

There are in total 5 sections, in particular:

- Section 1 is for an introductory purpose. We want to brief the participants on what they are about to do, and their impact on our project. No question is asked in this section.
- Section 2 is dedicated to our technical concerns. We want to check the effectiveness of our technical elements so far by asking about opinions regarding several features. The questions asked are:
  - How do the controls feel?
  - How do the cameras feel?
  - Other technical concern(s) and/or recommendation(s)?
- Section 3 is dedicated to our artistic concerns. We want to make sure our art style is fitting and consistent. Many questions are being asked, having the concerns of the artist in mind:
  - Do the animations make sense?
  - What do you think of the current game models?
  - What do you think of the current game texture?
  - Is the art style cohesive?
  - Other artistic concern(s) and/or recommendation(s)?
- Section 4 is for an overview look of the game as a whole, hence questions asked focus on the current game progress and our next course of action based on the responses of the players.
  - Were you able to solve the first puzzle?
  - What other features do you think should be our highest priority
  - Any suggestions?
  - Additional Thoughts?

Overall, we feel that our current list of questions targets our concern towards the game very well. Here is what the survey actually looks like for each section:

Section 1:

Section 2:

Section 3:

Playtesting Solve Your Escape

Artistic Concerns

These questions focus on the artistic aspects of the game, such as animations, textures, models, etc.

Do the animations make sense? *

○ Yes

○ No

○ Other: _____

What do you think of the current game models? *

Your answer

What do you think of the current game texture? *

Your answer

Is the art style cohesive? *

○ Yes

○ No

○ Other: _____

Other artistic concern(s) and/or recommendation(s)?

Your answer

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Section 4:

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* Required

Game Concern

These questions focus more on the game design aspect of the game.

Were you able to solve the first puzzle? *

○ Yes

○ No

What other feature do you think should be our highest priority? *

○ Background Music / Sound Effects

○ Animations with other objects (e.g. sink, wardrobe, drawer...)

○ Inventory

○ Other: _____

Any Suggestions? *

Your answer

Additional Thoughts?

Your answer

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Section 5

Playtesting Solve Your Escape

Thank you for your participation

Your feedback will be very helpful for us to make progress for our Beta version. We hope you have a good time with our game!

Make sure to press Submit to complete this survey!

BACK   SUBMIT

III. Survey Result

How do the controls feel?

8 responses

unclear but ok once you know

Double clicking sucks. WASD feels good, except for the transition between bathroom and hallway.

Movement feels good other than camera glitches, sometimes picking up the book did not work as expected unless I was in a specific position

The controls are all right, picking up objects felt a bit difficult. Escaping the bathroom proved to be a puzzle in itself.

The clicking is annoying, but WASD is fine

Double-clicking took me a minute to realize

WASD controls are intuitive, should give some hint to the player that they need to press X to pick up objects

Double clicking is a nuisance

For this question, we receive several complain about the double-clicking issue of the game, which was caused by the lighting within Unreal itself. As annoying as it is, we are not able to fix the error in time since it turns out to be much harder than we expect.

As for the issue of picking, we decide to completely discard the pickup button and change it into a click system instead, since it will be more fitting to the current game mode which involves lots of clicking.

Other than that, most of the other concerns are already addressed, and the remaining parts of the control are in good position for the Beta version.

How do the cameras feel?

8 responses

Not bad but some transitions are jaring

The starting camera is rather disorienting, but other than that it works well.

Somewhat awkward, some zones will make the camera quickly pan back and forth while moving over the trigger

The camera angle above the character should be a bit higher and the field of view should be a bit wider, none of the initial room can be seen.

Not as bad as ours

Other than one in the main room near bookshelves, really good

Camera angles are good

Pretty good, but a few of the fixed ones could be a little further back, like for the first door

Overall, we see the positive responses of our play-testers as they generally think the camera system works great. We revisit several weaknesses that we have with the camera, in particular rapid camera shift that may cause confusion and several camera angles, to smooth out the camera transitions and improve the camera viewpoints.

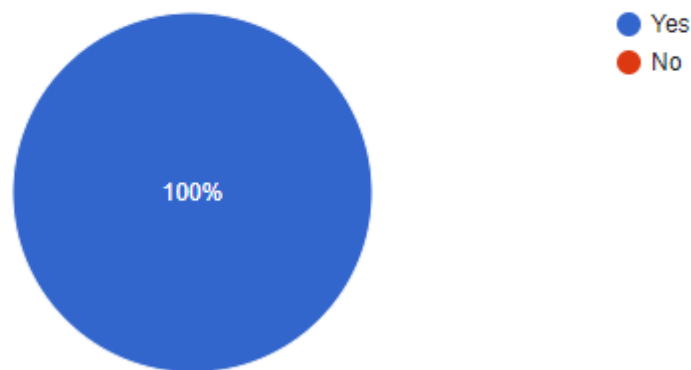## Other technical concern(s) and/or recommendation(s)?

8 responses

fix the collision channels
Where's the game?
It is difficult to tell which objects are interactive and which are not
None to mention
more puzzles, or at least a win state
A clue system might be nice
Some hints need to be given about the keypad code, player wouldn't know that you need to press "1235" to open the door
Increase walk speed slightly; bathroom too bright; change number pad to like computer (players will use that for reference); Make it a little more clear which items can be interacted with (maybe fixed with textures)

Some of the concerns are already addressed within the Playtesting version, such as identifying which objects are interactable and lighting. Our main concern is about the missing win state, so we prioritize on making the player able to complete the game. We thought about having more puzzles, but since it would put a strain on our artists since more models will be required, we decide not to proceed with the plan. As we have restricted time limit and many main concerns have not been addressed, some of the suggestions are left unvisited.

Do the animations make sense?

8 responses

100%

- Yes
- No

All participants are happy with our current animations as they fit well to the game without any bugs, so there is not much to talk about here.

What do you think of the current game models?

8 responses

> they are fine
>
> Models look good, though some of the animations are rather slow (picking up the book)
>
> They all look good
>
> The models have a good amount of detail but are significantly lacking in the texture department.
>
> Very highly detailed
>
> Really quite nice
>
> Game models are well made
>
> Just need textures

The models also receive well commendations from the players, as they are very detailed and well-made by our artist.
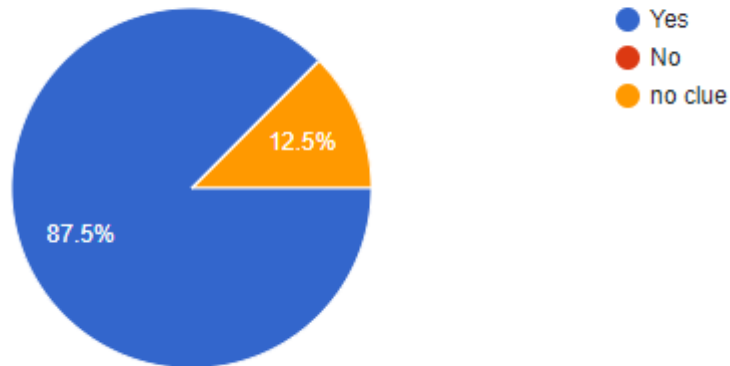
What do you think of the current game texture?

8 responses

> What texture?
>
> The textures seem a bit flat, if anything is even textured. Still looks greyboxed.
>
> Some models were not textured
>
> Non-existent
>
> there aren't many textures
>
> What texture
>
> No textures for models in the playtest version
>
> Whiteboxing

This is the main weakness of the artistic aspect of the game: Many of the textures are still missing. Thus, we make sure texture is of the highest priority for our artist to deal with.

Is the art style cohesive?

8 responses

- Yes
- No
- no clue

87.5% 12.5%

Overall, we receive a fair number of responses agreeing that the art style is consistent throughout the game.

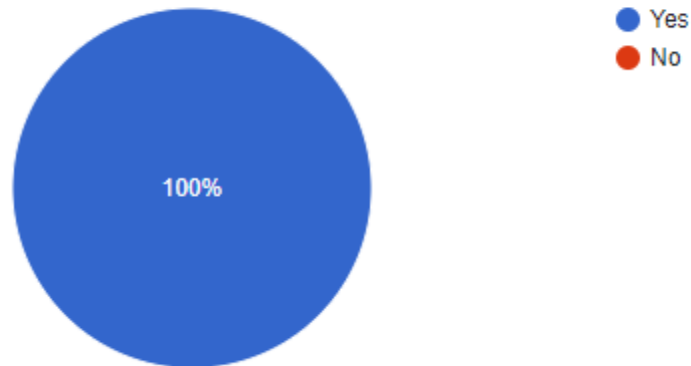## Other artistic concern(s) and/or recommendation(s)?

6 responses

Speed up the picking up animation.
No concerns
Finishing all of the textures and populating the shelves on the first level
just adding color
Perhaps a slightly different indicator of interactibility
Just add the textures, maybe increase animation speeds

There are 2 main things that we can identify from here: Adding texture (which is already our top priority for Beta version) and increasing animation speed. We successfully address this issue for our Beta version.
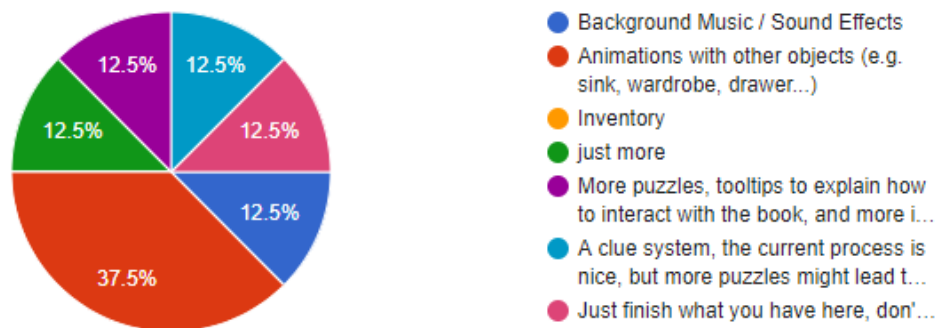
Were you able to solve the first puzzle?

8 responses

Legend:
- Yes
- No

100%

As the puzzle that is currently in the game, it is fairly easy and everybody is able to clear it with very few instructions from the facilitators.

What other feature do you think should be our highest priority?

8 responses

Legend:
- Background Music / Sound Effects
- Animations with other objects (e.g. sink, wardrobe, drawer...)
- Inventory
- just more
- More puzzles, tooltips to explain how to interact with the book, and more i...
- A clue system, the current process is nice, but more puzzles might lead t...
- Just finish what you have here, don'...

Pie chart values: 12.5%, 12.5%, 12.5%, 12.5%, 12.5%, 37.5%, 12.5%

There is a dilemma going on right here: Some want us to make more things, while others just want us to complete our current missing assets. Due to the pressing time constraint and a lot of missing assets from the art side, we decide to focus polishing whatever we have right now and add just a few extensions to make the game feel more complete. Many other ideas are left under Future Work in case we want to revisit this project again.

Any Suggestions?

8 responses

Kepp working
Already outlined all my concerns.
Distinguish interactive objects. and make interaction a more obvious mechanic
Do not require double clicking for interaction
nope
Other than hints, not really the interactibility with the level is nice
Have hints for the player to guide them through the game
Just the previous ones

The responses simply repeat the concerns that have already been highlighted so far.

IV. Summary on Plans for Beta Version

Issues that we are focusing for the Beta Version:

- Fill in the missing textures for player and objects, as much as possible
- Smooth the camera transition
- Fix the interaction with other objects (such as book, bookshelf, etc.)
- Add an endgame condition to complete the game loop
- Several small fixes which are highlighted in the Beta Presentation

Issues that we identify, but decide to move on due to time constraint:

- Fix the double-clicking bugs in the game
- Add indicators for the gamepad
- Expand puzzle mechanics / difficulty
- Several additional models and textures for the expansion

Overall, we feel that the playtesting survey is successful in rectifying our focus and allow us to know our priorities for the Beta version.