Practicum 2.4 Playtest research plan

Team 10 – Mojo Jojo Studios

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# Research questions

## Main research question

How is the intended experience (as described in P2.1) realized in the player?

## Intended experience summary

Vilom Chronicles is a *world altering action-packed skill-testing perception-based combat-platformer*. Vilom Chonicles is a challenging game, that wants to create a great amount of satisfaction/pleasure for the player by challenging the player to use his/her own skills to overcome obstacles in the game. This challenge mainly comes from the combat and platforming aspects, in which the player’s capabilities to analyze, anticipate and react are being tested. Since the gameplay tests these skills in the smallest of situations, it will quickly trigger a sense of achievement. The analyzing aspect of the challenge consists of the need for the player to examine his enemies. The anticipation aspect of the challenge is formed by combining the learned behavior of the enemy in the analyzing aspect and give a clear view of the current situation. The reaction aspect of the challenge will test the player’s capability to react on time in the anticipated situation. Thus the player must understand the enemies capabilities and abilities, and react accordingly.

The changing of characters and the corruption mechanic will create an extra level of depth to the challenge of the game, while the game is staying the same at its core, it will keep providing new challenges to the player.

## Sub research questions

1. Is the player able to analyze and gain knowledge about the enemies in the game?

In Vilom Chronicles the combat is designed in such a way that tests multiple skills of the player, one of which is the ability to analyze and gain knowledge about the situation. A player should be able to do this to a certain degree depending on his/her analytical skill. The player’s ability to analyze should not be hindered by the game design.

1. Does the player feel like he has influence on the game world?

In our vision statement we made clear that it is important that the player has to be able to alter the game world and that should thus be experienced by the player in the game.

1. Does the player experience the character controls as responsive during gameplay?

In the game the player needs to be able to respond to the enemies movement, this requires a responsive control system as otherwise the game would feel unfair for the player.

1. Does the player feels like he/she needs to actively use his abilities(human abilities like reaction, observation etc.) to defeat the enemies in the game?

The main experience from Vilom Chronicles originates from the player using it’s skills, creating satisfaction by challenging the player. Even though the game might be fun, the player should feel like he/she is challenged during gameplay.

1. Does the player experience satisfaction when completing objectives in the game?

The main experience from Vilom Chronicles originates from the player using it’s skills, which should create satisfaction for the player. Even though the game might be challenging, the player should experience satisfaction from this challenge.

Write down 3-5 research questions. For each question, shortly describe how it is related to the intended experience.

# Method

Note that you should use at least one qualitative and one quantitative method.

## Research method for question 1

For question 1 we will use observation, questionnaire and interview. With observation we see if the player learns/adapts during gameplay. With a questionnaire we can test the knowledge the player has learned throughout gameplay. With an interview we can learn how the player experienced the learning.

## Research method for question 2

For question 2 we will use questionnaire and interview. With questionnaire we can measure if the question is true in a quantitative way. With an interview we can learn in a qualitative way if the question is true and get more information why it is true or false.

## Research method for question 3

For question 3 we will use a questionnaire and an interview. With a questionnaire the player can give the controls a score. With an interview we can get a score and an explanation why with the ability to get more detailed information.

## Research method for question 4

For question 4 we will use a questionnaire and an interview. With a questionnaire the player can rate the challenge of the game. With an interview we can get a more detailed explanation why the player feels like why certain aspects feel (not) challenging.

## Research method for question 5

For question 5 we will use a questionnaire, an interview and an observation. With a questionnaire the player can give the satisfaction experienced a score. With an interview we can get an explanation from the player why he thinks the game gives satisfaction. With an observation we can see the player’s emotional response to certain events in the game.

# Method details

For each method you will use, describe in detail how the method will be executed. Also describe what data the method will yield and how it will be processed.

## Questionnaire

Describe at least which questions will be in the questionnaire, when the questionnaire will be given to the playtesters, and how the data of the questionnaire will be processed.

## Observation

With the observation we focus on seeing if the player adapts to the enemy’s attacks(learning how to counter the attacks after multiple encounters), the emotional reactions of the player after completing small objectives in the game, such as defeating an enemy.

Describe at least the focus points of the observation, how the observations will be noted down, and how the data will be processed.

## Interview

Describe at least the starting questions of the interview, how the interviews will be recorded, and how the data will be processed.

# Serendipitous findings

For the questionnaire an open question as final question asking for any special findings the playtester wants to give us. With the interview we can ask in more detail about things we want to know more about and playtesters might mention things on their own and in the end we ask for anything special to note. With an observation we can see the playtester’s reaction to certain unexpected events.