

Team MegaCorp

Playtesting Report: JamCorp3D

Our initial goals for playtesting were to identify points of friction in the gameplay experience to best adapt for the beta release. These key focuses were on the rhythm mechanics, the basic user controls, and the navigation of the level, all with a background focus on the impact of art on the player experience. We included questions that would lead the player to providing us as much actionable data as possible, ensuring that we would have a base with which we can make the best decisions to move between the alpha and beta stages of the project.

Main Takeaways

We got a lot of information out of the playtesting forms, as well as the in-person playtesting conducted. The first takeaway was the presence of major challenges with the rhythm aspects of the game.



Figure 1: Feedback on the rhythm game mechanics

These reports were very informative for the team as our key focus of the game was this central “juicy” mechanic of input synced to rhythm. We aligned the feedback we got regarding rhythm with feedback we got regarding the overall feelings of movement and controls in the game to find a more pinpointed set of changes that needed to be made.

11. How good did the movement feel in the game?

[More details](#)

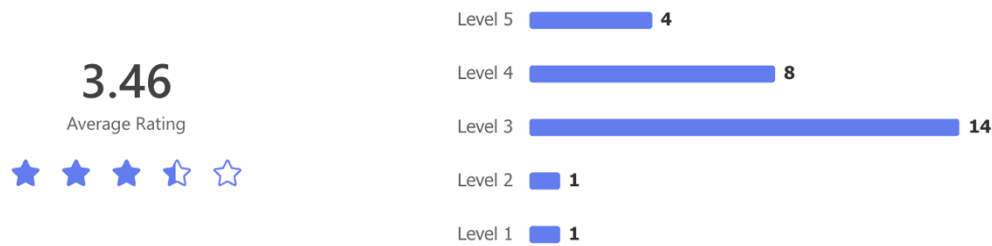


Figure 2: Feedback on general movement

We were very happy to get positive feedback on our general movement, and by seeing that we had a positive reception to that and a negative reception to the rhythm pieces we knew where we had to implement major fixes for the remainder of the term.

The other key piece of feedback was on our level design and how confusing it was.

8. How well did you know where you were going throughout the game?

[More details](#)



Figure 3: Feedback on level awareness

This was a resounding piece of feedback throughout the playtesting, as our level was rushed to completion it didn't properly fit the mechanics and concepts our game was best suited towards.

Changes

We made a few key changes to the game after playtesting, the first and most pressing change was fixing the way in which rhythm syncing was handled. We spent a while identifying possible issues and processed through each, resulting in a much more effective and satisfying rhythmic feel to the game.

The second main change was level design, adjusting our linear level to a more open feel and allowing for platforming to take shape across wider gaps, more stratified verticality, and rhythm-aligned challenges. This redesign included providing graffiti and visual indicators of an encouraged directionality, not forcing players to interact with the game in a certain way but suggesting they do.

Finally, we added UI elements to support our rhythm gameplay, made minor tweaks to the input scheme, and applied a difficulty scaling through the introduction of different BPM songs to play to, making it less of a jump from nothing to a high BPM that would be a challenge for new players to grasp.

Survey Responses (Aggregate)

What was engaging about playing JamCorp3D?

Players consistently were happy with the integration of rhythm mechanics into the platforming gameplay, finding the beat-matching challenge exciting. Many of them noted that the synchronization of music and movement added a sense of flow and style that made the game stand out, even though it wasn't always perfect. The aesthetics, primarily the music and overall vibe, were received pretty positively.

Was there anything that detracted from your experience playing JamCorp3D?

A few of the players weren't sure of where to go next during gameplay, and with a lack of visual feedback or guides and the relatively unintuitive level layout were challenges. Some felt frustration with the rhythm system and ran into difficulty in syncing actions to the beat, especially when the feedback for success or failure was unclear. It was also pointed out that certain music tracks felt really off-beat from what their tempo.

What are three words you would use to describe your gameplay experience?

7 respondents (29%) answered fun for this question.



How would you rate your experience using the controls?

Average of 3.82/5.

How did the rhythm elements of the game feel?

Average of 2.85 / 5

How punishing did the rhythm requirements feel? (1 Not Punishing - 3 Very Punishing)

Average of 2.07 / 3.

How difficult was the game overall? (Easy - Hard)

Average of 2.18 / 3

How well did you know where you were going throughout the game?

Average of 1.56 / 3

How cohesive did the art feel?

Average of 4/5

How visually pleasing was the game?

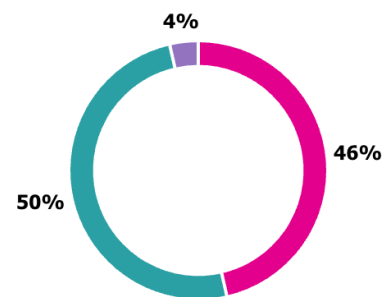
Average of 3.37/5

How good did the movement feel in the game?

Average of 3.46 /5

About how long did you play the game?

● < 1 min	0
● < 5 min	13
● < 15 min	14
● Other	1



How familiar are you with rhythm games? (1 Not at all - 3 Very familiar)

Average of 2.14/3

Playtester List:

- | | | |
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JamCorp3D Playtesting Form

We hope you enjoyed your time with JamCorp3D, please let us know your honest feelings!

* Required

* This form will record your name, please fill your name.

1. What was engaging about playing JamCorp3D?

2. Was there anything that detracted from your experience playing JamCorp3D?

3. What are three words you would use to describe your gameplay experience?

4. How would you rate your experience using the controls?

☆ ☆ ☆ ☆ ☆

5. How did the rhythm elements of the game feel?

☆ ☆ ☆ ☆ ☆

6. How punishing did the rhythm requirements feel? (1 Not Punishing - 3 Very Punishing)

123

7. How difficult was the game overall? (Easy - Hard)

123

8. How well did you know where you were going throughout the game?

1	2	3
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9. How cohesive did the art feel?



10. How visually pleasing was the game?



11. How good did the movement feel in the game?



12. About how long did you play the game?

☐ < 1 min

☐ < 5 min

☐ < 15 min

☐ Other

13. How familiar are you with rhythm games? (1 Not at all - 3 Very familiar)

1	2	3
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14. Any fun stories, bugs, or anything else to share?

15. Please enter your email *

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