Incremental Movement Shooter
Player Testing Report

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Part I

Testing Context

Chapter 1

Game Condition

1.1   Missing Components

Pistol   The primary player interaction element of the first level.

Enemy Implementations   The corollary to the pistol in the first level, and the primary catharsis target of the third level.

Antibody Gun   The primary interactive in the third level.

Tendril Animations   The primary risk/stakes in the second level.

Dynamic Mesh Destruction   The primary traversal method in the third level.

1.2   Testing Preface

User Prompting   Players were instructed what each level's intent was prior to playing to get an active mindset started, while asked to keep a critical awareness on what felt implied to them or what they desired to do in each critical gameplay point. Limited data was available for total integration, but useful feedback for basic interactions was abundant.

Part II

Testing Results

Chapter 2

First Tester

2.1 Level 1

Walking Speed   The player originally hoped for a sprinting option, simply because the walking speed was too slow for their liking. The lack of enemies to engage the player likely contributed to this.

World Feel   The cloudscape seemed low fidelity to them.

Linearity   The player followed the intended linearity well, and didn't mention anything (nor show any confusion) about the intended direction.

2.2 Level 2

Grapple Distance   The player often tried to grapple outside of their range, and the feedback given by the grappling animation did not help them tune to the limited distance. The player asked for a retraction animation to give them proper feedback.

Grapple Visibility   To indicate to the player while the asset was unimplemented, the grapple cable was left visible, and the player noted this while not knowing if it was intentional.

Player Pathway   The path taken by the player was mostly intended: They grappled the tendrils through their path, and rode along the tops of the buildings.

2.3 Level 3

Minimal Interaction Possible   With the primary method of traversing through the level missing, the only feedback possible was on the transformation of the level, which they enjoyed.

Lack of Ending   The player wanted a "finish" to the game, and was disappointed there was no menu to quit out, as well.

2.4   General

Performance   The player noted more-than-expected CPU and GPU usage during gameplay (likely due to the lighting engine), and would have preferred something less resource hungry.

Chapter 3

Second Tester

3.1 Level 1

Pace   This player enjoyed the walk through the buildings, but eventually tired of the repetitive texture.

Atmosphere   The player noted the level did feel like it was building up to something in the distance.

3.2 Level 2

Grappling Speed   The player felt like the initial pull of the grappling hook should be faster.

Lack of Walls   The player fell off of the map at some point, and then flew around underneath for a long time. (The kill floor is very far beneath the level in the current build)

3.3 Level 3

Lighting   The player liked the variation in the lighting, but figured the inside of the structure could use some fog or dust.

3.4 General

A Good Start   The player noted that the ideas were solid and encouraged me to "Keep up the Good Work."

Part III

Conclusions

3.5   Keep Up The Good Work

As stated, it's clear that work has to continue to implement features, which means that more testing is going to be required, as well. Testing as features come out might be a waste of time, compared to simply waiting for their integration, since the timeline is so short. Changing the grapple to an ability with a HUD update to communicate the ability to the player will hopefully patch over the lack of a dedicated gun.

3.6   Fix What's Broken

Walking Speed   This one, in both cases, seemed to be out of pace with what the players could tolerate. Either implementing sprint (giving the player more options) or simply increasing the walking speed up to a brisker pace (requiring tuning to keep the tension on level one) will fix this.

Lack of Level Boundaries   While an invisible wall is not ideal, for future testing, it might be the only way to keep things tight enough for certain ambitious players.

Performance   Switching Unreal's settings to "scalable" instead of "performance" might help cut things down. Pre-baking all of the lighting might help, as well, for at least the first two levels.