CW3 – Playtest Document 2

Date of Playtest: 10/02/2020

Number of Participants: 5

Team Members Present: All Team members present. Dipo, Dom, Kathryn to be running the playtest.

Area of the game being Playtested: A single section: the initial Hub space.

Internal/External: External playtesters

Purpose of Playtest: Game Feel, mood and aesthetic. UI and environment feel.

Playtest Notes:

* Enemy variants, and types aren’t always clear
* People want Jumping
* Less saturation
* Recoil on gun can be a bit much at times
* The cube which needs to be shot to extend the bridge appears more like to a pick-up

Q & A:

How’s the feel of the game

* Feels way better I CAN SEE NOW, feels pretty cool, I feel like actually killing people and I'm powerful
* The gunplay overall feels fine; however, I don’t know what my bullet types do as well as the mouse sensitivity is quite low, requiring me to move the mouse too much for subtle movements.
* So much better from last time, easier to understand what’s happening, not convinced by enemies, the text is difficult, too fast for the initial tooltip, too slow objective. Charging station text is hard.
* Feels a little sluggish, in terms of response and the sprinting animation feels kinda slow, so if the animation is faster it would feel more natural to the game player.
* Felt really nice to play, I wish the sprint was faster though

Does the mood compliment how the game runs

* In a computer feel, it suits the sci-fi stuff feel.
* -No, the buildings are too blocky and should be more distinct, charging points (create a world, not a level)
* The mood to me is very retro/techy which I feel suits the gameplay.
* -Yes, I like the look and the style, it suits the theme
* -It feels light and breezy and yeah

Do you know what you meant to be doing?

* Kill the robots
* Not sure what to aim for, don’t know what to progress for
* Yeah, following the objective and killing all the robots
* Following the objective and eliminate all robots in the scene and otherwise explore.
* Shooting robots, the objective states

Does the environment feel overwhelming in any sense?

* Some of the colours feel a little much, like the water, but it is just too saturated
* Not as much as a prior test
* No, it feels like the perfect amount and feels less overwhelming than before
* The environment feels too open with no sense of user guidance.
* No, it feels nicer and more coherent

Does the character speed feel better suited to the environment?

* Yeah, I think it feels and fits well to space
* Yes, however, the look speed is too slow
* It felt fine, would like the sprint faster though
* The character feels sluggish and too slow for an FPS in my opinion.
* Yeah I felt like a regular shooter game, it was cool

How is the UI in the game?

* The Objective text was hard to read
* Like it, its cool, the high saturation can at times feel a bit much
* White would be better than blue, ammo isn’t clear
* The ammo is so hard to se
* The UI seems very minimalistic and could use some more information/detail such as ammo type currently in use, etc.

Reflection on Playtest Results:

For each important/useful observation or piece of feedback, answer the following questions as a group:

Feedback: What was observed/fed back to you – e.g. “Players never seemed to activate their characters secondary power”

Why do you think this has happened: Analyze the problem – e.g. “The UI button for secondary powers may be poorly labelled, or placed too far to the corner of the screen”

What COULD you do to respond to this feedback: Consider all potential solutions – e.g. “We could re-label the button to include a positive call to action. We could place the UI button by the player character”

What is the AGREED course of action: What has the group decided to do about this, and why? Consider the ramifications of each course of action against gameplay, artistic & production schedule priorities – e.g. “We’ve agreed that simply changing the button text has the least impact on our schedule. We agree to make this change and re-test before trying anything else”

Team members responsible for implementing agreed action: If you have decided to act, list here which team member(s) are responsible for implementing the action. Otherwise write ‘N/A’