CW3 – Playtest Template

Date of Playtest: 03/02/2020

Number of Participants: 5

Team Members Present:

Observing Dominic Mason

Dipo Master

Kathryn Frost

Area of the game being Playtested:

A single playable environment. Initial Hub area

Internal/External: External

Purpose of Playtest: To find the the testers opinion on the movement and combat mechanics, and the aesthetic of the level.

Playtest Notes:

Initially unsure how to aim, mouse locking script doesn’t appear to be working totally.

Play testers would prefer an increase with the shooting range

Very striking art style

Unsure on how to engage with the bridge - bridge is still unstable

Players find it difficult to see what’s going on with the current lighting

Nice how the text moves

Too much going on and not enough going on – lighting is unstable and is difficult to see

Q & A:

Was the player character’s speed right for the size of the environment?

Did the run speed feel appropriately faster than the walk speed?

How did you feel about the range of the weapon you had?

Do you feel that the enemies in the level were balanced? If not, how could they be improved?

Was the game enjoyable to play?

Was there anything not mentioned that you feel needs changing?

Does the colour scheme and general environment feel overwhelming in any sense?

Reflection on Playtest Results:

Main issues stemmed from the lighting, weapon feedback and speed of the players movement. The issues originating from lighting struggles, stemmed primarily from

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’