Travis Moore

GAM205—Fall 2014

Milestone I

Testing Report

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Logo Testing

Intentions

Before finalizing the team logo I did testing throughout the creation process in order to come up with a logo that would be successful for our team. We knew that we wanted our logo to involve the Japanese “Casa Obake” demon, a single-eyed umbrella with a long tongue. For the most part we knew this would give us something quirky and fun that would be unique to our team, and hopefully all the other teams at Digipen. However, the logo would need to be recognizable, which could be difficult to pull considering the concept is from Japanese folk-lore and not immediately known by a Western audience. The logo would have to be simple enough to be recognizable, yet still ring true to its original source of inspiration

Testers

Classmates from the Digipen, non-Digipen friends, as well as fellow teammates participated as testers in helping to ensure that the logo is successful.

**Name:**

* Jason Guelbert
* Berne Capone
* Eric Glesier
* Garret Huxtable
* Auston Lindsey
* Shaheene Moore
* Chris Sherwood
* Faith Legat
* Christopher Christensen

Results

Before showing the logo, teammates participated as the first line of testers to help ensure that our logo would be great. As I developed the logo I showed several variations to our team, getting their input on which ones to further develop. After 3 versions of the logo I was finally ready to show a single logo to other Digipen and non-Digipen people. Questions asked to the testers were along the lines of if they could decipher what the logo was, if it was recognizable at a distance, and if they thought the logo was interesting or fun.

Prior screening from teammates to achieve a good logo helped to make sure that our final version of the logo tested well among non-teammates. While most people did not know what a “Casa Obake” was, they were able to tell that it looked like a demon umbrella. The shape of the umbrella was recognizable once Shaheene pointed out that the hook of the umbrella need to be a hook and not a straight line. The eye, mouth, and tongue also were understood for what they were. The typography is easy to read and fits with the geometric look of the logo itself.

Narrative Testing

Intentions

Because our game is heavily based upon a good story, we needed to test to make sure that narrative not only fit the type of game we are making, but also sounded like it would make a fun game. Our game is meant to be a tragedy, but it involved a little girl and the inevitable death of her mother. We needed to make sure that our game did feel like a tragedy, but was not overly sad or inappropriate. The game also needed to sound like it would be fun to play and not confusing.

Testers

Classmates from the Digipen, non-Digipen friends, as well as fellow teammates participated as testers in helping to ensure that the narrative seemed appropriate and fun.

**Name:**

* Jason Guelbert
* Berne Capone
* Eric Glesier
* Garret Huxtable
* Auston Lindsey
* Shaheene Moore
* Chris Sherwood
* Faith Legat
* Christopher Christensen
* Alina Tkatz
* Robyn Wakimoto

Results

Using mostly the same group of people I shopped the plot idea of the game around to people. Most of the results were people agreeing that the game sounded sad, with a few people like Faith and Shaheene thinking that the game sounds too sad. When asked if the game seems inappropriate the responses were no, but most testers did seem to think that our game is treading on thin ice so we would have to be careful about not overstepping considering that our main character is a little girl. When asked if people would like to play our game the response was mostly a yes, with a few people explaining that they think a sad game would not be that much fun. We might want to consider hiding the fact that it is a tragedy or reduce just how tragic the game is. This is something that needs to be resolved in a team meeting.

Concept Art Testing

Intentions

As the art lead it is up to me to determine an art style for our game that we can us to help our game look like it is fun and fits our theme well. I am found of a simple, geometric look, so my concept art involves using this low-poly, geometric style. However, considering this game involves a little girl I am also involving sporadic, limited use of softer geometric shapes to help the game feel child-like. The concept art I am testing involves the look of our main character, Setsuko.

Testers

Classmates from the Digipen, non-Digipen friends, as well as fellow teammates participated as testers in helping to ensure that the main character, Setsuko, looks visually intesting.

**Name:**

* Jason Guelbert
* Berne Capone
* Eric Glesier
* Garret Huxtable
* Auston Lindsey
* Shaheene Moore
* Chris Sherwood
* Faith Legat
* Christopher Christensen
* Alina Tkatz
* Robyn Wakimoto

Results

I’ve come to rely on this group of people because they all give great responses and do not all agree with me or each other. I reserve the right to make my own decision, but the thoughts and opinions of the testing surely will be on my mind in future versions of developing the game’s art style. The girl has been received well. To prevent color choices being an issue, I decided to show the girl in black and white to make sure people would focus on the geometric form and not be hung up on colors. Everyone seems to love the geometric style and think that the girl looks appropriate in this style.

The biggest concern now involves details with the girl. I have only lips on the girl’s face and no eyes or other facial features. Some people seem to think she needs to have eyes, while others are okay with her face only having lips. I think I am leaning more towards her face not having eyes, because of the top down nature of our game and I would rather not have the focus being on her face.