GDS 6 Playtest Report
Rops and Cobbers

Preface

Main Goal:

For this playtest, we were looking at the gameplay and balancing side of things more seriously as previously we were having some issues with the multiplayer and the network stuff.

Changes from the previous build:

This time around, we were also able to get in some props and layout the level so that it's more playable and we can get valuable feedback regarding the game loop.

Approach:

We also changed how we were going to get info and valuable insight from the playtesters this time. Well instead of asking a set number of questions we just WWe just looked for the clay behavior and observed them play the game Also after the game had ended we asked an an open-ended question about how we could improve the game and how we could make it better for the player.

For the layout of the playtest report I'll be listing out the observations and the responses that we have for each one.

Playtest #1:

Background:

In the first player session, we had around four games (4 rounds each match) with eight different players. The age range for those players was 20 to 25.

The playtest took place in a classroom in person. The players were sitting right next to each other at arm's length so that we could prevent screen peeking.

Observations:

1. View of the control issues that we had where people weren't using Sprint and figuring out that E is the key for stealing.

    a. We made a splash screen that shows off all the controls before the game starts. We are also thinking of having a pop-up on top of the stealable items that show the E key icon. The same goes for when Cop is close enough to catch the robber.

2. One other recommendation that one of the players made was to make the control simpler.

    a. The reason why players were getting confused with the controls was because the controls were displayed on the splash screen and not in the game UI so we changed to the in-game UI and each ability has a corresponding key on top.

3. One another crucial observation that we made was the quick event, and having two different kinds of stealing mechanics was kind of hard to get used to and most of the time the players were failing all the time because it wasn't made clear to the player beforehand.

    a. We do want to keep in the quick time event and the hold style of stealing because we feel like it would add more chaotic and funny interactions between the players. The solution that we have to fix this confusion is that the main menu screen will have a page that shows how to play the game and the different kinds of mechanics it has. We won't be explaining all the mechanics and in-depth details just quick flashcard-style hints to play the game because we want the players to explore and find their own playstyle We won't be explaining all the mechanics and in-depth details just quick flashcard style, hints to play the game because we won the players to explore and find their own plays style as they play their game.

4. A lot of the time it wasn't clear if the Rober was tased by the Cop.

    a. We have decided to add a trail renderer to the bullet that travels and we also have a particle effect that shows that the robber was hit.

5. One thing that we forgot to check was aiming because people play in different settings and different sensitivities.

    a. We have added a settings page to the main menu where you can change the sensitivity and hopefully, we can figure out a way to also change the key binds for certain abilities.

6. Like mentioned earlier it wasn't clear to the cop if they were in range to catch the robber.

    a. So we have decided to add the E key pop-up on top of the rubber as soon as you get in range and hit the collider to check for the catch state.

7. Some other players didn't even realize there was a timer involved.

    a. We are thinking of changing the arrangement of the UI so it also shows the points that you have collected which will help the place to strategize and also increase the size of the timer to show the urgency.

8. One other thing that we observed was that there were still a lot of places where there was a clear line of sight for the cop to see the robber which decreased the chances of hiding, But as per our objectives and goals, we want a good mix of the moment chase and a bit of hide-and-seek.

    a. We are thinking of increasing the density of stalls and other props but I feel like once we implement the lighting and you know not other stuff it would be good to go.

Playtest #2:

Background:

This time the Playtest took over Discord with four players. The average mean age of this group was 22. This kind of setup makes more sense as this is the goal that we're going for. Where friends can get on a Discord call and share the screens with the other friends and play together.

Changes:

Now the changes that we have made from the previous build that we used for the previous playtest are:
- We have added the key prompts for each ability
- We added the invisibility ability for the robber
- We also added the trail renderer for the bullet so you can see the bullet traveling
- In the splash screen, we added the sprint keys and movement keys and also showed what the E key does for each character.
- We added particular effects when the robber is hit

Observations:

1. The gameplay itself was much smarter other than a few bugs here and there the game loop itself was very smooth which we are really happy with.

One thing that was still sometimes not clear for the player was what they had to do, so one of the players recommended that there was an on-demand splash screen that they could access with a key to see what they had to do and what each ability does.

    a. We still have to figure out if you want to go down the route of making a how-to page or we could try this on-demand splash screen.

2. One other thing they mentioned was sound they wish that there were sound cues which would probably fix a lot of the feedback issues that the game has.

Positive Responses:

Although there is a lot to work on to make the game better.

We do want to point out the things that we did really good:

- There's a lot of laughter and banter while developing the game and that's exactly what we're going for, Even on Discord while people were spectating the gameplay the Banter was amazing.
- The Movement mechanic that we were going for with a high skill ceiling was good as well. When we showed certain players how you can super jump with the help of the Rampss around the map people really wanted to try and nail it and feel cool doing it which we really appreciated.
- Players also appreciated the layout of the map.
- The players also loved the funny character design and the kind of flair that each character has.
- One major improvement to the gameplay was the addition of the invisibility ability it made a lot of joking possibilities which in turn made the gameplay funnier and more exciting.
- One observation that we made which was really surprising and we really loved was when a recurring player changed their approach to the game because the first time they played they were just flooring and going for the loot and stealing, but the second time around they were strategizing and hiding and tried to juke the cop to get the most amount of points.

- One of the other things that people liked was the skill check with the quick time events on the items.