

# Playtest Report (GDS-6)

## (Rops and Cobbers)

### **Playtest #1**

**Playtest Organizer(s):** Mishal Ahmed

**Date:** 7th September 2023

**Setting:**

Discord Voice Chat, with Screen share

**Method:**

I started off with the Players getting on the Discord call with me and Explaining the controls to them Verbally.

After that point, I don't speak to them until the game is over. They start off by proceeding to make the Lobby and jump into the game. I had told them to play the game normally as if they were talking over Discord and playing a game. I talked to them after the first match.

I had some general questions to use as a control:

1. What do you think about the movement in the game?
2. What do you think is the theme or the Genre of the game?
3. Do you think the Level is sized appropriately?
4. Do you see yourself replaying it?

Other than that I just noted down any significant gameplay differences among the various groups.

**Goal(s):**

Our Main Goal for this first playtest was just to get the feel of the gameplay loop from the players. Does the game feel slow or fast? Does the game feel fun and rewarding? Does the game flow well?

**Playtester(s):**

Player A

Age : 20 - 25

Relation : Friends

Prior Experience : Well exposed to multiplayer/couch games and thoroughly enjoys them.

Player B

Age : 20 - 25

Relation : Friends

Prior Experience : Enjoy playing games along with friends like Jackbox games but mainly indulges in slower-paced games.

## **Observations**

1. Players found the UI for the Lobby really intuitive and was able to navigate without any hiccups.
2. Players immediately started talking and communicating while the chase was going on. Could hear lots of laughing and jokes being cracked
  - a. This is what did want to see and hope to see in the future as one of the design Pillars is Comic/Funny.
3. Player B's screen wasn't fullscreen hence a part of the UI was cut off which caused confusion about abilities
  - a. Will enable a fullscreen build for the final one. We had left it on windowed for easier testing
4. They wanted to play more matches.

## **Player Responses**

Player A : liked the Dash ability but wanted it to be a bit more powerful. Felt like there was only time to steal one thing and the rest was chase. Running away was more enjoyable

Player B : didn't find the need to use the abilities. They felt the Map was too small and stealing took too long. It was easy to be a cop and felt that both the roles were fun.

## **Playtest #2**

**Playtest Organizer(s):** Mishal Ahmed and Louis

**Date:** 7th September 2023

**Setting:**

In Person at RMIT

**Method:**

Started off by launching the game on different PCs and setting them up next to each other with enough gap to avoid screen peeking. I also made sure that each person knows what the controls and they're familiarised with the hardware.

I had some general questions to use as a control:

1. What do you think about the movement in the game?
2. What do you think is the theme or the Genre of the game?
3. Do you think the Level is sized appropriately?
4. Do you see yourself replaying it?

Other than that I just noted down any significant gameplay differences among the various groups.

**Goal(s):**

Our Main Goal for this first playtest was just to get the feel of the gameplay loop from the players. Does the game feel slow or fast? Does the game feel fun and rewarding? Does the game flow well?

**Playtester(s):**

Player A

Age : 20 - 25

Relation : Friends

Prior Experience : Usually just plays narrative and slower-paced games with artistic intent.

Player B

Age : 20 - 25

Relation : Friends

Prior Experience : Enjoys playing MMO's

### **Observations :**

1. Even though they were sitting right next to each other they were having banter and laughing around.
2. Found keep kept forgetting about the controls, Hasn't they forgot about what each key does for the abilities
  - a. We're thinking of including key restaurants on the ui itself accompanied with icons for each ability
3. Overall they seemed to have fun playing games with each other and they wanted to go for another round.

### **Player Responses**

Player A : They found that the Chase was too short and could have been increased with the time limit. They also thought that the speed of the players could be increased.

Player B : found that they were spending too much time worrying about the cop.

## **Playtest #3**

**Playtest Organizer(s):** Mishal Ahmed

**Date:** 7th September 2023

### **Setting:**

This time as well it was done on discord over voice call. The players were also asked to share their screens

### **Method:**

For this play test it was kind of different because we had a total of five people on the discord call, there were two who were playing and the other two were just spectating the game. And then later there's a switched roles.

I had some general questions to use as a control:

1. What do you think about the movement in the game?
2. What do you think is the theme or the Genre of the game?
3. Do you think the Level is sized appropriately?
4. Do you see yourself replaying it?

Other than that I just noted down any significant gameplay differences among the various groups.

**Goal(s):**

Our Main Goal for this first playtest was just to get the feel of the gameplay loop from the players. Does the game feel slow or fast? Does the game feel fun and rewarding? Does the game flow well?

**Playtester(s):**

Player A

Age : 20 - 25

Relation : Friends

Prior Experience : Plays multiplayer shooter games.

Player B

Age : 20 - 25

Relation : Friends

Prior Experience : Plays multiplayer shooter games.

Player C

Age : 20 - 25

Relation : Friends

Prior Experience : Plays multiplayer shooter games.

Player D

Age : 20 - 25

Relation : Friends

Prior Experience : Plays multiplayer shooter games.

All these friends usually play fortnite together so it made sense for them to be the play testing group.



## **Observations :**

1. One of the observation that has been common throughout all of the play tests is laughter players have been laughing says chasing each other throughout the map.
2. One of the aspects I was interesting about this clear test was we had spectators other than just players which increased the interaction and the social aspect of the game that we had in mind.
3. One of the things that we realized is we had to randomize the start spawn because the players can spawn camp and chase the robber instantly.
4. two of the players found that the robbing was more interesting and the other two found that the chasing was more fun.