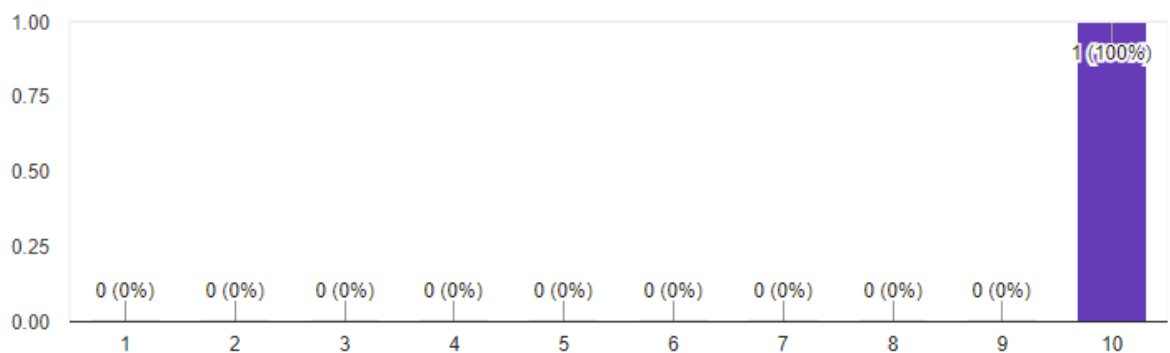# PlayTest Report

Donut Pack Questionnaire Sprint 1 Feedback

Google Form Feedback

On a Scale Of 1 - 10, How enjoyable is the game?

1 response

What game is more interesting?

1 response

- Sprinkles Game
- Separating Game

100%

What wasn't enjoyable about the Separating Game?

1 response

Not beatable

What was enjoyable about the Separating Game?

1 response

I liked the timer puts pressure on the game

How should we improve the Separating Game?

1 response

Make the items comes down faster as you get a higher score so the game becomes progressively harder

What wasn't enjoyable about the Sprinkles Game?

1 response

I wasn't sure what to do

What was enjoyable about the Sprinkles Game?

1 response

I liked the colour of the circle

How should we improve the Sprinkles Game?

1 response

Add an objective to the gamemode

Was there any bugs you encountered and if you did what were they?

1 response

On the sprinkles game nothing happend

What other mini games would you like to see in the future?

1 response

A game that is like tetris like to do with donuts 🍩

In Class Feedback

- Add A Restart button
- Add something that indicates the containers being filled up
- Making Text On ingredients Bigger
- Frying Mini Game

Response To Sprint 1 Feedback

So after looking at the Feedback for Sprint 1 we were able to identify what we would change for the next prototype. We realised that the people that played our game didn't really know how to play the game until we had to explain it to them ourselves, this gave us an idea to add tutorial pages before every mini-game which tells the player how to play the mini-game.

We also decided to increase the speed of the Conveyor belt because we agreed with the playtester that the Conveyor belt is too slow, we ignored the part about increasing the speed based on time because we felt like it would make the game way too difficult. We added a Restart Button which you can get to by pressing the pause button, we added new sprites to indicate how full a container is and we made the text on the Ingredients and the Containers bigger so that the player can easily read them.

There was also another response that said we could add a mini-game where it's Tetris with Donuts, although it is a very good idea it would be a mini-game that would not be added straight away since it doesn't really have anything to do with the baking process of a Donut. Another mini game idea that was suggested was a frying mini game, although it makes sense we weren't sure how we would make that as interesting as the other mini games because all the player would be doing is sitting there for a while and then putting the Donut in a basket, if we were going to add this just like the Tetris idea it would be added in a later update.

There was also a response from one of the Testers saying that the game is beatable, we could ignore that because this prototype was just to show off the game mechanics, winning and losing conditions will be added later on to the mini-game.

Overall this feedback was very useful because not only did it help with the balancing of the game, it also helped with the design of the game and making sure we knew that the game is confusing without the tutorials.

Donut Pack Questionnaire Sprint 2 Feedback

Google Form Feedback

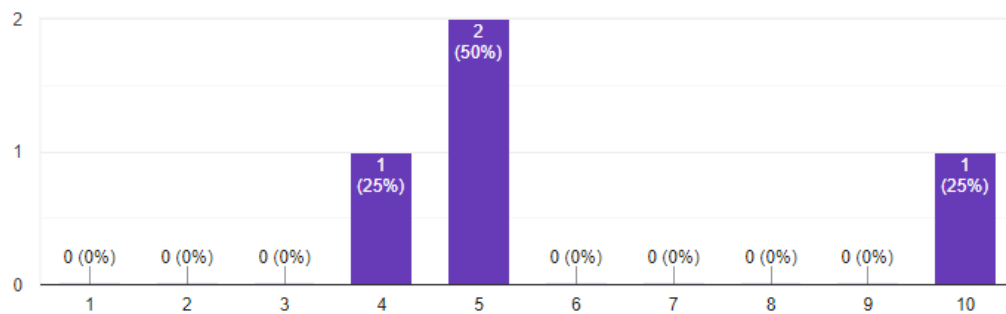### Who has responded?

Email

maverickgamesk@gmail.com

oneilcool9000@gmail.com

k1828363@kingston.ac.uk
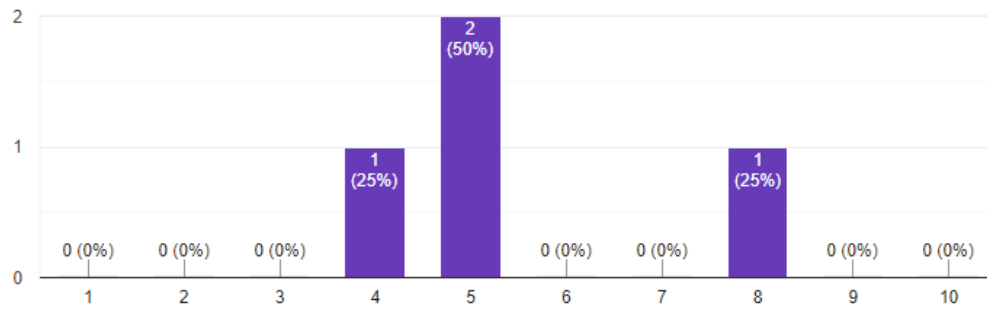
tom@kingston.ac.uk

How enjoyable was this version of the game as a whole?
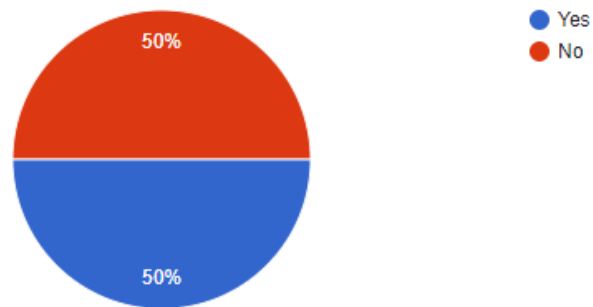
4 responses

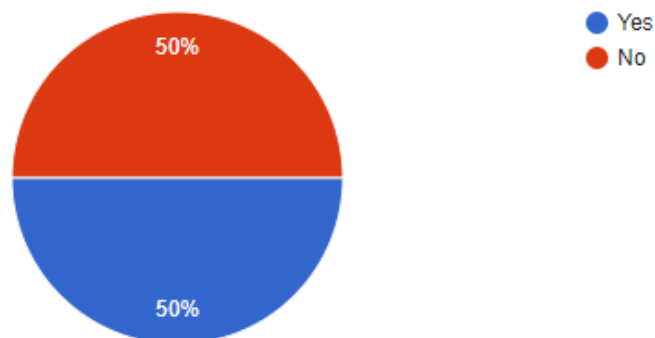## How enjoyable was the ingredients level?

4 responses

Did you understand how to play the ingredients level?

4 responses

- Yes
- No

Was the ingredients level visually appealing to look at?

4 responses

- Yes
- No

If the level was visually hard to see what improvements do you think we could make to the designs?

1 response

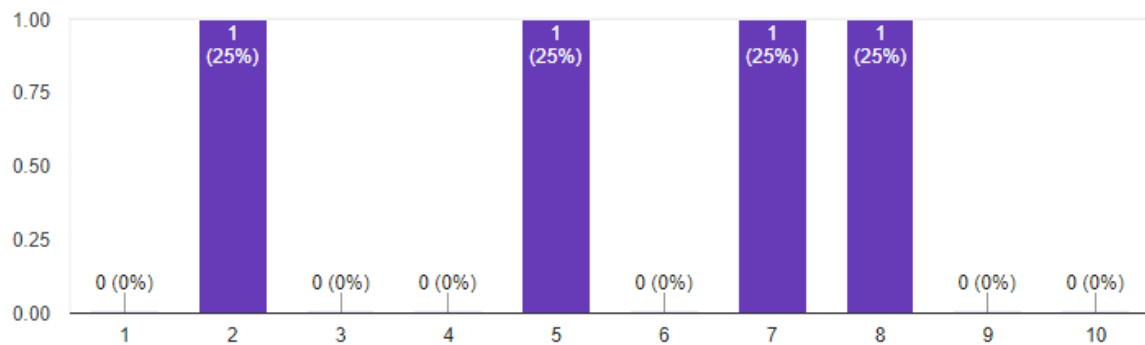Colour code the ingredients better. Like the yeast bowl red, milk bowl blue etc

If you played the first prototype did you notice any improvements made towards the ingredient level? If you did what were they?
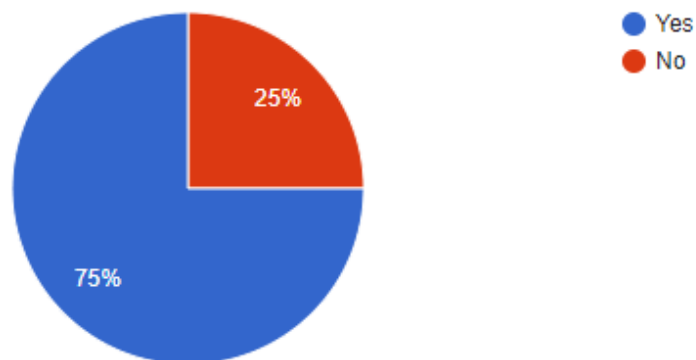
0 responses

No responses yet for this question.

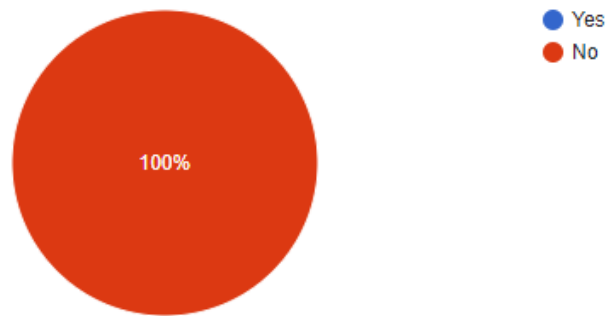How enjoyable was the Roll the Dough level?

4 responses

Did you understand how to play the Roll the Dough level?

4 responses

Was the Roll a Dough level visually appealing to look at?

4 responses

Yes
No

100%

If the level was visually hard to see what improvements do you think we could make to the designs?

3 responses

The edges of the level (the light brown walls) could be made more visible and they are quite plain looking visually.

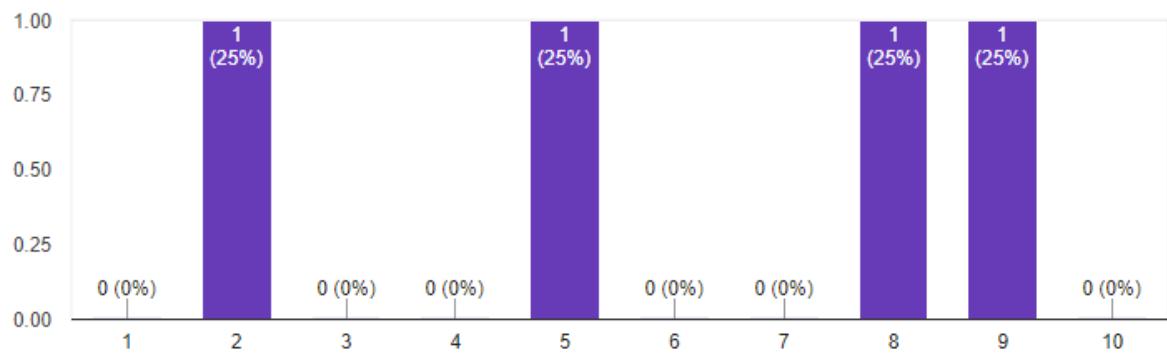The level is really plain.

I didn't get to this level

If you played the first prototype did you notice any improvements did you notice any improvements made towards the Roll the Dough level? If you did what were they?
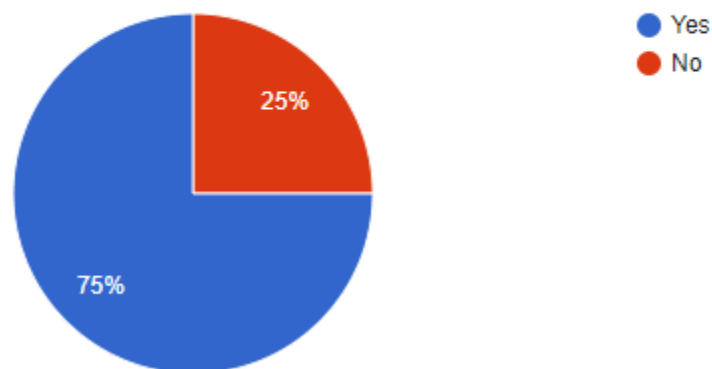
0 responses

No responses yet for this question.

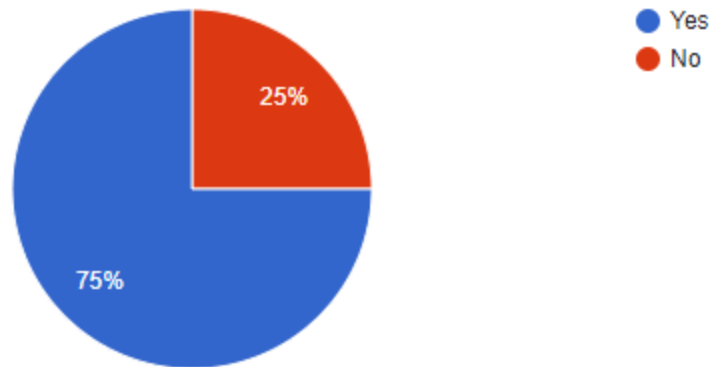How enjoyable was the Frosting and Sprinkles level?

4 responses

Did you understand how to play the Frosting and Sprinkles level?

4 responses

Was the Frosting and Sprinkles level visually appealing to look at?

4 responses

● Yes
● No

25%

75%

If the level was visually hard to see what improvements do you think we could make to the designs?

1 response

I could not reach this level

If you played the first prototype did you notice any improvements did you notice any improvements made towards the Frosting and Sprinkle Level? If you did what were they?

0 responses

No responses yet for this question.

What other levels do you think we should add into the game for the final prototype?

2 responses

You could add a level such as a packaging level where you actually package the donut that was created within the frosting/sprinkles level. Also, you could include a final level where you sell the donut to a customer but you have to make sure you sell the correct donut the customer is wanting and make sure the customer has the correct amount of money to pay for the donut.

Look at cookie mama

Video Feedback From A Friend

- A glitch where if you grab another item whilst one is already falling if the falling item is going into the wrong place then it will just fall through
- Make it so that other Items cannot push each other off the Conveyor Belt

Response To Sprint 2 Feedback

After looking at the Feedback from Sprint 2 we were able to get a lot of valuable data. One of the main things in the feedback sheet was that the game didn't fit on their phones so, for example, the tutorial images that our designer created didn't fully fit the screen so people could barely read it. Some people were able to understand how to play the game from what they saw but some people still had no idea, this feedback was extremely useful since if we never realised this then the game will be unplayable for some players, in the end, we were able to solve this problem and the game now fits on all screens.

All the playtesters said that they didn't like the design of the Roll A Ball mini-game which we agreed that the mini-game looks extremely bland, so our designer quickly got into that and created assets to make the mini-game visually better.

We got a response saying that we should add a Packing mini-game which was also on our minds so we added that into our game, there was also another suggestion saying how we could create another mini-game where after packing the Donuts up we could have a mini-game to sell them to the customer. This is a very good idea and if we had more time to work on the game

then we would add it in. We were also told to create a better-looking Winning screen which our Designer has now done, making it fit the theme of our game.

The Bug that was stated from the Video Feedback we were able to fix, it was just the way picking up an item to drag worked but a Programmer in our team was able to quickly fix that and they were also able to make it so that items from the Conveyor Belt would ignore each others collision.

There was another response talking about colour coding the ingredients but we ignored this because it wasn't really needed because we have the trails behind the ingredients already that separates the good from the bad ones (Blue = Good, Red = Bad).