Playtesting Results

Playtesting completed using the initial version of the prototype. Two players were tested at a time to replicate our intended game environment. Players were told the buttons they had to use prior to playing **(since two player games on one keyboard tend to have quite unusual input key maps)**.

**Players 1 and 2:**

First play resulted in winner throwing clenched hands into the air. Losers let out a tut, followed by a sigh and congratulatory smile.

Second play, both players pressed the button at essentially the same time and were getting very close the screen to try and figure out which of them was closer. Both players let out various “argh” noises after realising how close they were to each other.

Three more rounds followed this. The third and fourth games followed a fairly similar reaction to the first play and the fifth play had another ‘draw’ scenario at which point we were asked as impartial people to judge who had won. Reactions were much the same as the second play though.

Both players when questioned said a numerical value to tell them the specific distances they both got would have been great as they could have solved ‘draw’ rounds much more easily. They both admitted they got quite into it despite it being pretty barebones. They enjoyed the quick rounds and realised because they were so quick it would be easy to “just play another round” with each other.

**Players 3 and 4:**

First play resulted in a draw. Players quickly argued over who won and one person even pulled out a ruler to settle it. The player who lost fell back into their chair and let out a sigh while the other smugly smiled at them.

The second play, one of the players pressed the wrong button leading to them sliding right off the end. The other player laughed at them quite extensively but then the original player joined in with the laughter.

The third play, they got quite close together but could easily distinguish a winner. The loser let out a sigh and the other quietly muttered “yes” and clenched their fist.

Both players once again wished there was a numerical value to state the distances from the end point to help resolve draws but also suggested that the distance only appear at the end of the round rather than be on screen at all times. The idea being that there would be some extra tension and release from the wait for the scores to come up. They enjoyed the game experience overall but hoped there would be some more variation in levels in the future.

**Players 5 and 6:**

First play resulted in a clear win from one player. The winner cheered, flung their hands up in the air and kicked their chair away from the desk. The loser bit their lip and let out a quiet “argh”.

Second play resulted in a close win. Both players smiled and congratulated each other however the winner was noticeably more cheerful during this.

Third play resulted in a very close game. Not quite a draw but both players looked at each other for a second before looking at the screen more closely to realise who won and who lost. Once figured out, the loser let out a loud sigh and the winner (who had won the previous two rounds) laughed at the loser and bit and said “good game”.

One player suggested even if we may want to consider making the base level a bit longer to create a bit more build-up of tension. The other player agreed but was also quite adamant that some variation in the levels would vastly increase the replayability of the game as it was already quite fun but there wasn’t enough to keep people playing for more than a few times.