Playtesting: Gameplay and Variables

Player information

Age: 43

Gender: F

Do they fall under our initial demographic? No

First-time Gameplay:

* At first glance, can you figure out the objective of the game? Consider assets and the user-interface.

Tester found it difficult to understand what the game would entail without some description and context however they made several informed assumptions i.e. competitive, platformer.

* As far as controls go, are they quick to learn and are designed ergonomically? Would we need a simple instruction screen to demonstrate how to play?

Tester found the controls easy to learn but due to very little gaming experience, keyboard controls needed explaining by the technical assistant.

* After 3 attempts, what aspect of the game do you find interesting and would cause you to play more? Equally what negative aspects of the game do you find unappealing?

Tester liked the art style and the concept of the game.

They commented on the characters ‘flying’ too fast and there was a lack of perspective however. They couldn’t gauge whether they were ahead of or behind the opposing player.

Assets and Level Design:

* How do our character assets look aesthetically? Do they fit with the theme of our game?

Tester liked the art and more of the concept.

* How does the UI help you as a player? Do you know what each component represents? If not, what adjustments/additions could be made?

Tester found it hard to read most, if not all, of the UI text. They said they required bigger and bolder fonts and contrasting colours. They did, however, acknowledge the fluctuating power bar.

* Is our level aesthetically pleasing? Does it look proportionally right? If there is a hint of negative aspect, what could we polish?

The tester stated that the level needs a bigger limit of how far the characters can fly vertically. Technical assistant explained that the upper boundary can be brought down and iterate a series of tests to find a good balance.

Mechanics and Variables:

* Do our trajectory physics work as intended? Is the power function easy to manage?

They found the power fluctuation was manageable to get a good launch; they didn’t experience problems with launching the character.

* Is the bounce mechanic random enough to reduce skill-based gameplay? Should the characters be bouncier or less?

Tester talked about where they thought the skill-based elements lie which was discussed briefly that it was only applied to the launching of and using a booster on the character. After acknowledging this, they got a sense of the random element of bouncing and colliding into objects as the point-of-view was limited to a fraction of the level.

* Does the wind have the right impact upon the characters? Are certain speeds too weak or too strong? Is the duration of the wind too long or too short?

This feature wasn’t available at the time of testing.

Overall feedback:

Mechanics and Variables:

* Do you like the game? Does it suit the intended audience? This is your chance to say anything and everything.

Tester agreed the game suited the target audience and has the right level of skill and replay-ability.

* Our game is intended for 2 players to play simultaneously. Does the game allow for heated competition? From your perspective, does having an opponent playing at the same time make it more engaging and fun to play?

Tester saw potential in a competitive-friendly game once it is finished and polished.

* Are there any unasked questions you would like to raise? What could we do to further improve your gaming experience?

Tester desired to see character animation in certain instances i.e. when landing, the imps could have moved their limbs to replicate flopping onto a surface. They would’ve liked to have heard background music and audio when playing the game.

The tester suggested collectibles dotted around the level to affect player’s scoring system in some way.