Playtesting: Gameplay and Variables

Player information

Age: 16

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 made an astute guess at what the game entails correctly before playing without information provided by the technical assistant. ‘Platformer’ and ‘Throwing’ were the first few words the tester answered.

* 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 and memorable due to the ergonomic mapping of the key-binds.

* 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 background and character art and the sporadic spinning of the playable characters when certain collisions caused them to act this way.

They felt that given the launch button wasn’t triggered to turn off after launching, they found it too easy to continue to travel across the level.

Assets and Level Design:

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

Tester liked the current character art and suited the theme of the game in an objective way; ‘throwing devils out of heaven because they don’t belong there’.

* 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 had a fair understanding of the current UI but couldn’t make out the text clearly; ‘white on light blue background and yellow frames’.

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

Tester liked the level design, specifically the background elements. The tester mentioned that some tiles were hard to pass by using the booster function.

Mechanics and Variables:

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

Tester didn’t have any issues with launching player characters; they didn’t like that there was no indication of the automatic launch after 5 seconds.

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

Tester found that the game had a balance of skill and randomness due to the wide expanse of the level where there were a lot of possible collisions and bounces.

* 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 that this would suit the intended audience well, stating that the game was easy to learn (when it would be completed).

* 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 great potential in a fun and competitive game if it is completed and all the necessary components i.e. wind, UI text etc.

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

Tester asked to see earlier game builds of which the technical assistance provided.

They thoroughly appreciated the development path from the first build to the current build.