# Slide Notes

## The Importance of Playtesting

* Playtesting Feedback
  + “Playtesting is the most important part of the game development process” – Mike Ambinder, Psychologist & Head of Playtesting at Valve
  + “Playtesting [..] gains insight into whether or not the game is achieving your player experience goals”, Tracy Fullerton in “Game Design Workshop”
  + Top 3 Most Common Grievances:
    - Pacing of timer bar is too harsh for brand new players and too easy once players have played a couple of games
    - Lack of theme incorporated into current build results in apathy from the player; game at its core appears to be fun, however nobody likes staring at cubes!
    - Quantity and quality of signs/telegraphing given to players is not good enough
  + Solutions to these issues to be fed back through iterative cycle to evaluate successes and failures
    - Week by week progression through iterative cycle (design, build, playtest, evaluate)

# Where’s the fun?

* 4 keys 2 fun:
  + People fun
    - Amusement from competition and cooperation
      * Further elements of Schadenfreude
  + Hard fun
    - Challenge; Fiero from achieving a difficult goal
      * Game Increasing in difficulty over time; high level of tension building as players get closer to win condition
        + Uncertainty + Inevitability = Drama

## Features of Game

* May be worth relocating the current position on this slide to earlier on in the presentation; current position, on reflection, doesn’t seem to make to much sense
* Will flesh this area out with Tom in Wednesday meeting