# Review on Playtesting Feedback:

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This review will be focusing on two different forms of feedback given by a couple of play testers.  
The first form is feedback from the player’s actions (from video recordings of them playing) and the second is feedback from what they thought.

## Feedback through Actions:

The two subjects that were used in the playtesting were of two very distant parts of the spectrum of the casual market base. The first a 14 year old who is an avid player of mobile games (and mobile games only), and the second a 62 year old who plays no mobile games (or any games for the matter). Each players skill is totally at ends of each other, going by the video footage.

Player 1 (the 62 year old) seems to be constantly tapping the screen whenever he thinks it is appropriate from what I can tell. But it is usually not so, as he kept on tapping during the second players go, as well as during the period where the projectile is moving to hit the opponent.  
This could be an issue as it shows that players (especially one that don’t play games) are not able to understand what is being indicated. We may need to try and find a way to help indicate what is happening further.  
Another issue (which was seen in the last playtest) was that players thought that the player character was the button to be pressed. It really is that bad, and can be easily resolved by implementing the art assets.  
The issue of player 1 tapping during the second players turn could also be resolved by a system where it is player 2’s turn, and only player 2 side can be tapped on for the character to attack, and vice versa with Player 1. This would then ensure that points where a player is tapping on the screen when it’s not their turn, would not affect the other players turn and causing the two to quickly swap sides whenever this miss-tap occurs. It could also help with teaching the players to understand that their side of the screen is interactable when it is only their turn, rather than it being interactable always.

Player 2 (the 14 year old) didn’t have any issues with the game, but I could see growing frustration throughout gameplay. No doubt other players would feel boredom than frustration, but it is a sign that the flow of the player skill could need working. But I think that the cause of this frustration was totally due to the fact that player 1 was constantly tapping during both of the player’s turns and during other transitions, so halving the screen is definitely an important thing to implement.

Another issue that I noticed with both players was that they didn’t realise they were getting power ups. Maybe we should try and make the power ups gained more visual than words on a screen. Like a symbol with the name of the power up exploding over the players or something like that.

Throughout their playthrough’s, I could see points where the sense of fiero or schadenfeudr would have been aroused but didn’t due to the players skills being vastly different from each other, causing frustration with one player but neutrality with the other (because the sense of fiero or frustration wasn’t being aroused at all with them).

But that is all I could see in the video footage of them playing.

## Feedback through thought:

So after their first playthrough I gave them a feedback form to write about their thoughts on the game.

The first two questions are just about them as people (ie: Gender and age), but the third question has quite high importance. This question is what type of player they would consider themselves in terms of the research that we found from google.  
Their answers show that Player 1 considers himself a tentative follower with High social but Low Passion. The second player however considered herself a passive player with Low social and Passion.  
This was interesting to see if these two players would have fun together, and essentially Player 2 being a Passive Player showed a lot of frustration throughout her play. While Player 1 definitely showed some mild signs of enjoyment due to the social interaction of playing with another Human being. But there is not a lot I can say other than what I have just done for this question.

The first question about the game was whether they understood what to do when starting the game. Player 1 wrote that by the end of the first game he understood mostly what to do. But I do think that he thought he was playing better than he actually was.

Player 2 said she did understand what to do instantly, though she doesn’t emphasize on what she thought helped understand the gameplay.

The second question about the game asked them whether they felt that the power bar was useful to them, to which both players answered yes. Though after asking Player 2 on her thoughts on the power bar, face to face, she seemed to suggest that she thought that red was far stronger than green. I do not know if that the power bar registry changes but the asset doesn’t (therefore giving the illusion of Red being stronger) or maybe the red being at the top for her indicated that Red was the stronger point. I do not know.

The third question was interesting. The question asks whether the timer bar was useful, to which both players said no. Player 1 added that he “didn’t what it was for”, while Player 2 added that she “did not realise what it was.” This is kind of concerning as it is showing that players do not know they were under a time limit, therefore their sense of urgency was skewed.

The fourth question was did the game feel fair (as in whether it felt that either player could win the game), which both players answered with yes. I guess they both knew that player skill was the determining factor to the game more than chance. Probably because they don’t know the clockwork in the background. Which could be a good thing.

The fifth question asks the players if they enjoyed the game. Both said that they found the game entertaining/enjoyable and easy to play. Player 1 goes further by saying that it was tense. Which maybe could mean that the player did feel the growing frustration and tension leading up to fiero, but he didn’t allow it show during play. I don’t know how else to think about this question as there is not a lot of evidence of them feeling enjoyment (or at least showing it) in the footage of them playing it.

The sixth and final question in the feedback form was any comments on the game.  
Player 1 suggests that the players should have more time each turn. While player 2 suggests that the power bar should be more dynamic. So we could increase the time that players are allotted during play, and we should implement something else to help the players with the timing on the timer bar.

But other than that, that is all for my review on the Feedback.