**Date of Meeting: 14/03/2019**

**Time of Meeting: 9:00**

**Attendees: Thomas McCarthy, Elliot Chester, George Heath-Collins**

**Apologies from: Thomas McLaren**

**Adastral Park Playtesting Event**

Today we were asked to go to Adastral park to show off our game in collaboration with the university. The event is for children in school of a wide range of ages, including our target demographics ages. This was good as it allowed us to get our game play tested by a lot of people. We did take questionnaires with us, however, because of the nature of the event, everybody was moving around very quickly and didn’t have time to fill out any questionnaires. Because of this we had to observe the players playing the game and write down any issues we could see so that we can iterate the game as efficiently as possible.

All the feedback has been split into 3 sections; bugs, usability issues and general observations. Bugs are relatively easy to fix and don’t require any group discussion, so they won’t be put in here.

The biggest usability issues are:

* Almost all players tried to tap seeds and fruit, rather than dragging them, this led to confusion when nothing was happening, because most of the interaction in the game is based on dragging.
* Users sat and watched the reward screen, waiting for something to happen, it wasn’t clear that they were meant to tap it to make it show the reward.
* All players needed help to know what to do. We didn’t have a functioning tutorial ready for the event. At the start of the event we tried to let users figure out the application for themselves as much as they could, but it is very hard to see what is interactable and to know what to do. This mixed with the first issue, interactions not being how they expected, led them to be very confused about the game and very quickly give up. However, once it was clear the telegraphing needs to be improved, we changed our approach to the testing, telling the players what the tutorial would have told them if it were in place. After we started doing this, players were sticking around a lot more playing the game.

Some of the most common general observations were:

* Not all children cared for the slimes, but our target demographic liked them and thought they were cute.
* For testing purposes, we had the meteor on an accelerated schedule, this meant that the users could get gifts from the meteor very quickly, and it seemed to be one of their favourite parts of the game, despite the rewards from them not being fully implemented. They seemed to just enjoy being able to open gifts.
* A few weeks ago, we talked about adding passive interactions into the game, to give the players feedback for simply tapping or swiping, these don’t effect the mechanics of the game, they are purely there to look good and provide feedback to the player. In the build of the game we showed, we had 1 of these interactions in place, when you drag fruit to a slime, its hands will move towards the fruit to help the player understand that it wants the fruit. We found that the players would feed the slimes purely because they enjoyed seeing the slime reach for the fruit and it looked cute.

We do have a lot more feedback to go through. Thomas McLaren is not available for meetings this week so we will have a meeting on Monday to discuss all the feedback we received and decide of the best way to respond to that.

No tasks will be set for the rest of this week because we had a jam earlier in the week to get the game ready for today’s testing, however we all have the feedback so we will all be thinking of ways to improve the game.

**Meeting Ended: 15:15**

**Minute Taker: Elliot Chester**