

Copy of Ship Happens Playtesting! 2



QUESTIONS

RESPONSES 8

8 responses



Not accepting responses



Message for respondents

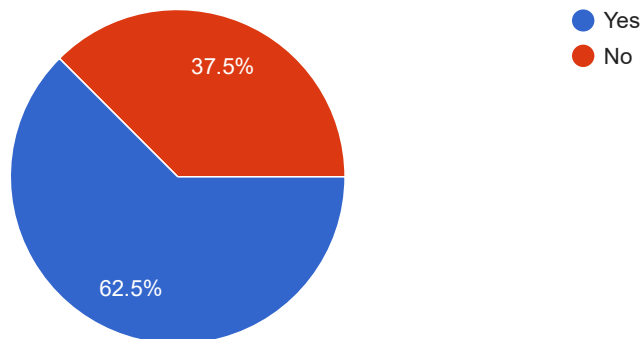
Collection of playtesting feedback has closed.

SUMMARY

INDIVIDUAL

Have you tested an earlier version of the game?

8 responses



To what extent do you feel you understand the range of interactions the player has with the cannon?

8 responses

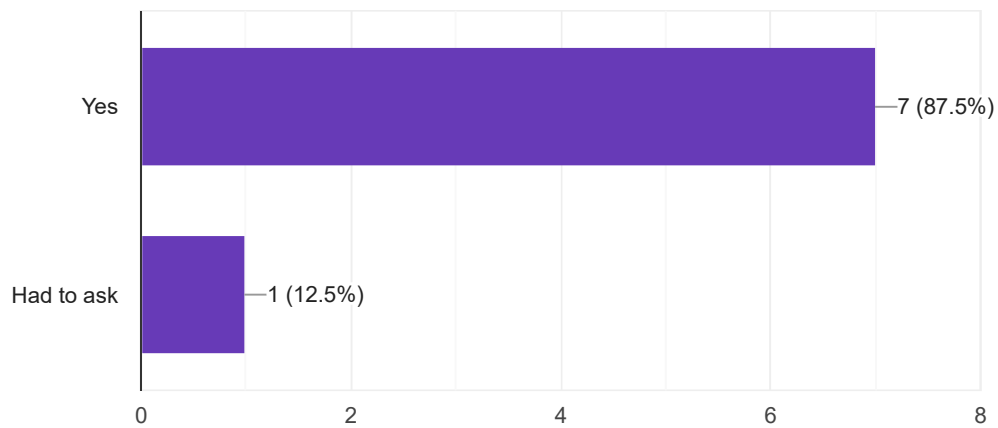


QUESTIONS

RESPONSES 8

Did you understand the cause of the incoming cannonballs?

8 responses



Did you understand the cause of the water level increase?

8 responses



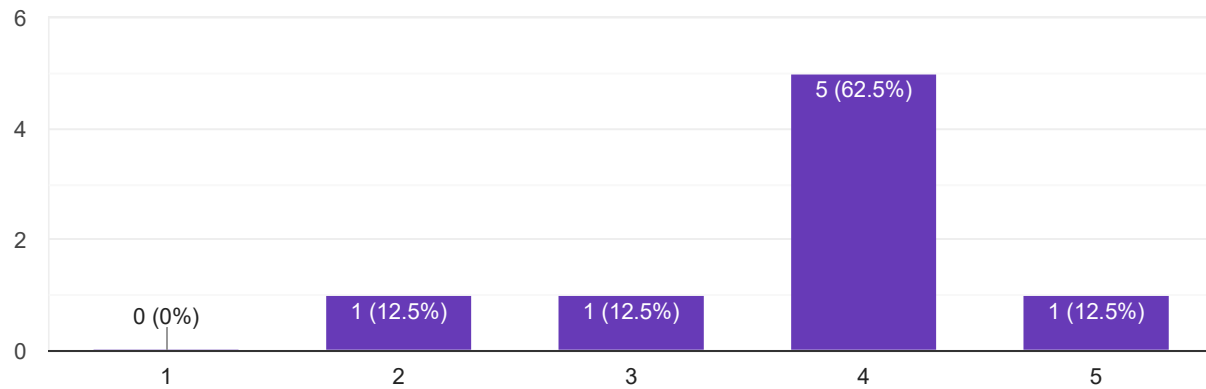


QUESTIONS

RESPONSES 8

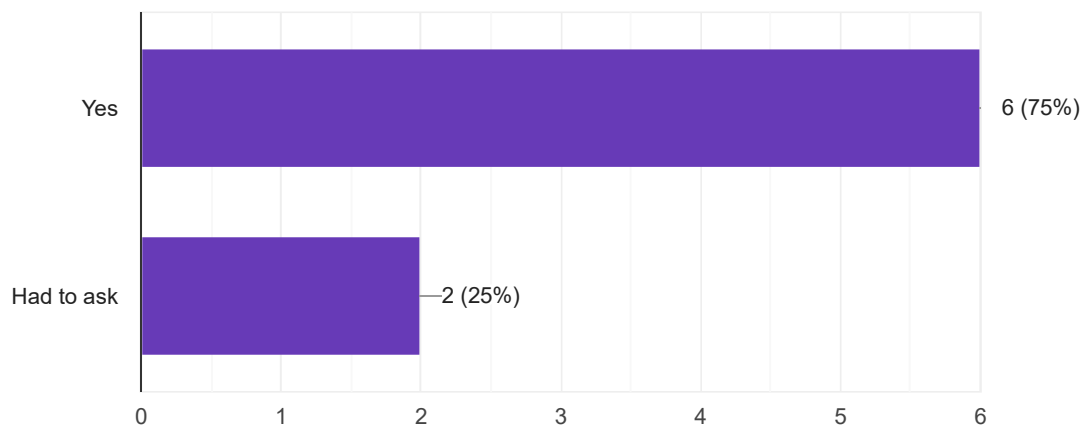
How intuitive did you find the input controls?

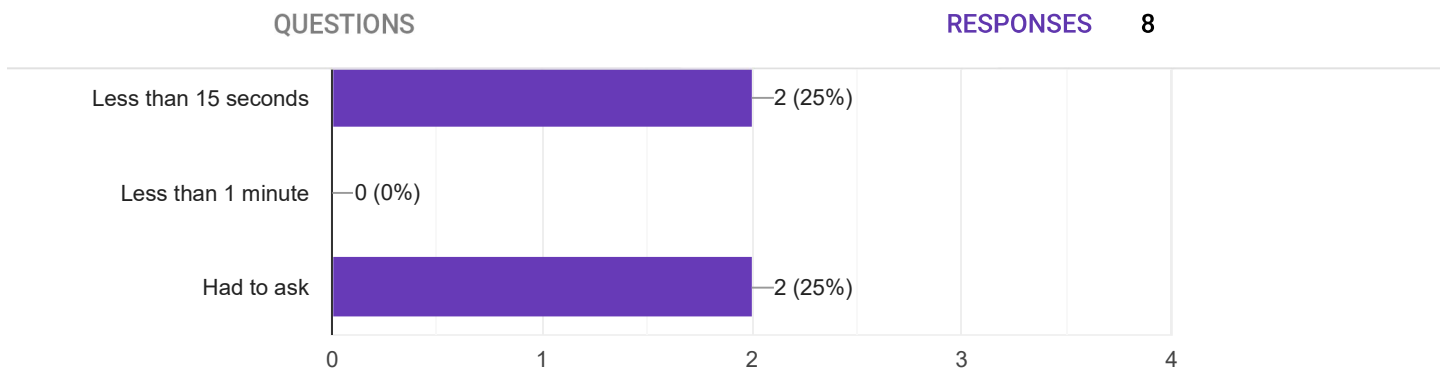
8 responses



Did you understand the hold UI represented a directional pad?

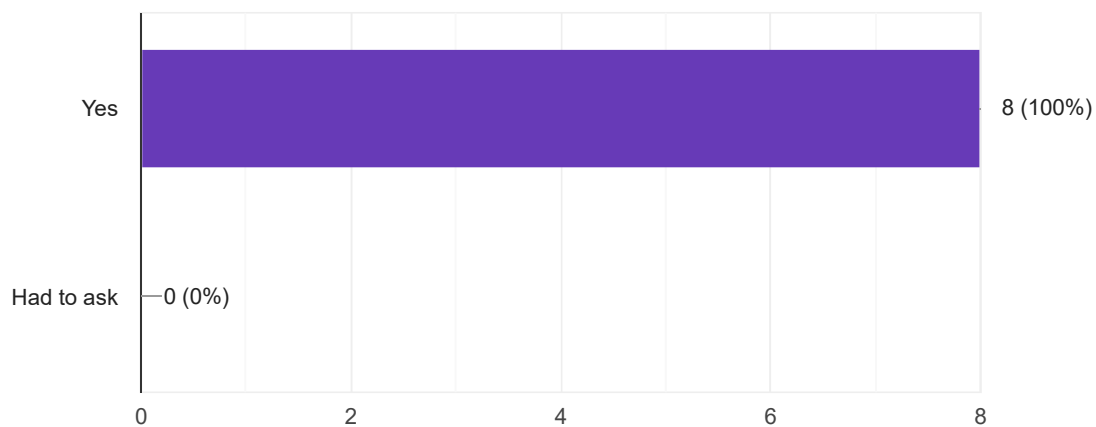
8 responses





Did you understand how to destroy an enemy ship?

8 responses



How noticeable were the object animations?

8 responses



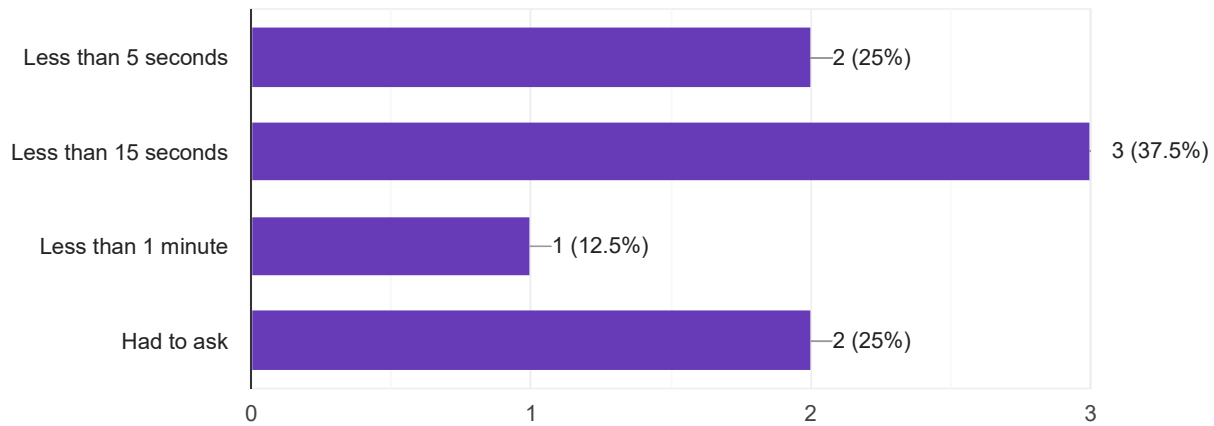


QUESTIONS

RESPONSES 8

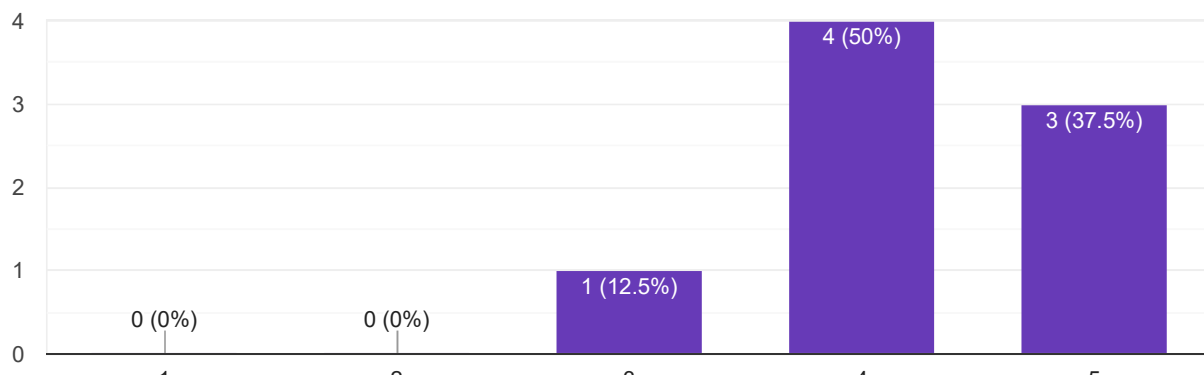
How long did it take you to notice the object animations?

8 responses



How noticeable were the pulsating effects?

8 responses

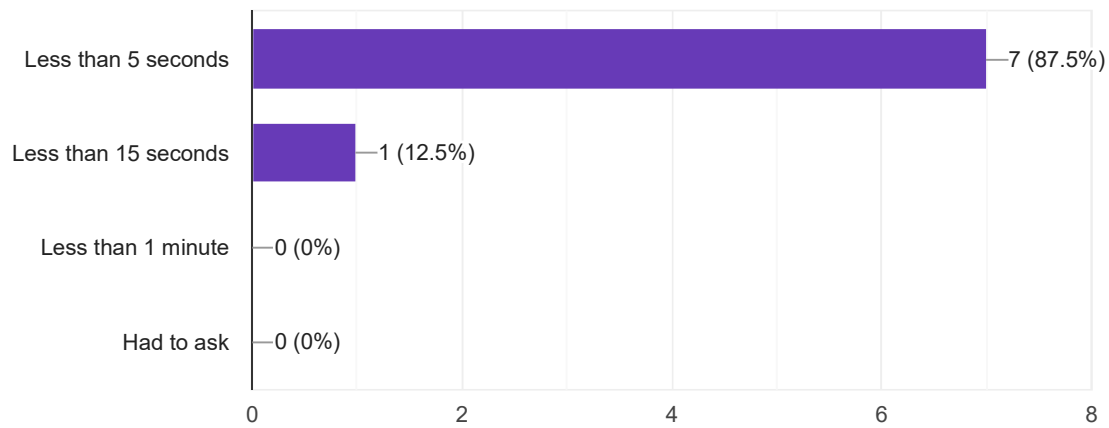




QUESTIONS

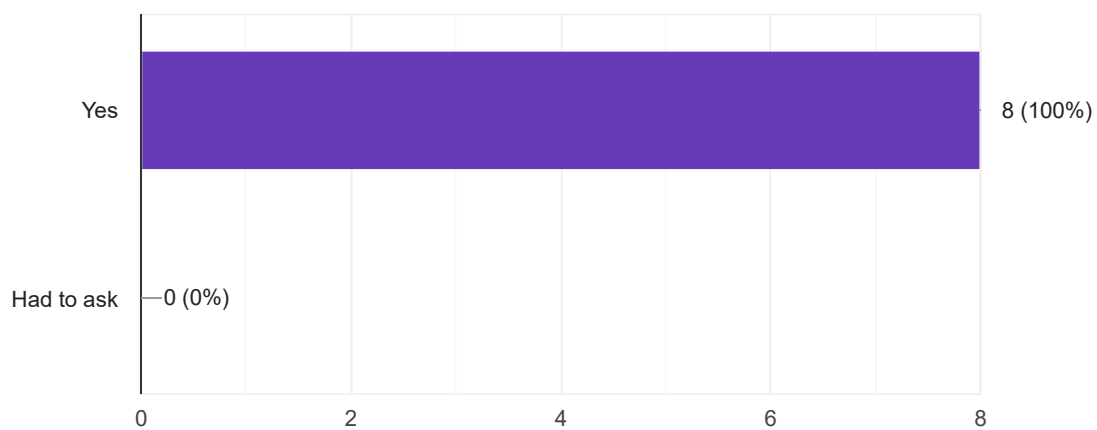
RESPONSES 8

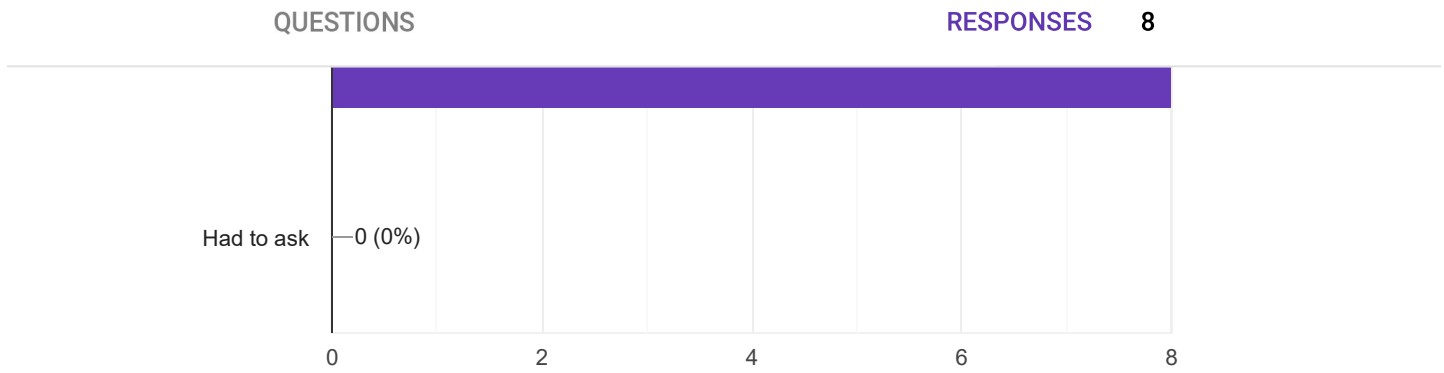
8 responses



Did you recognise what the on-deck items were?

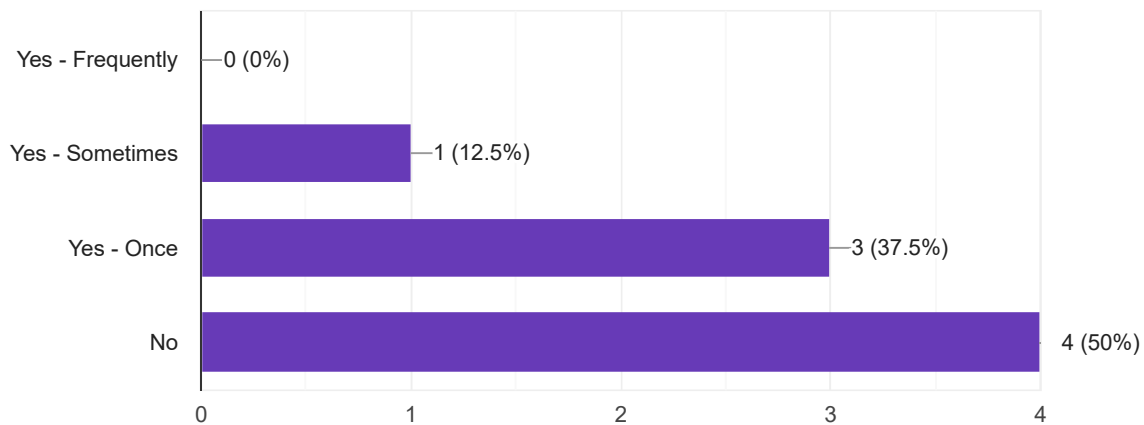
8 responses





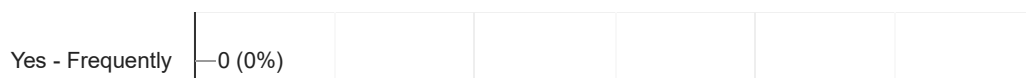
Were you bored at any point during the tutorial?

8 responses



Were you frustrated at any point during the tutorial?

8 responses





QUESTIONS

RESPONSES 8

At which moment did you feel the most clever?

8 responses

Completing the steps to fire.

Detailed tasks, task descriptions, user stories and time allocations are tracked on JIRA. Tasks for the current week: Tom (12 Hours): • As part of a studio jam, discuss 'onboarding' research and propose design iterations (2h) Following completion of Amy's research task, as part of a studio-jam all team members must review the rules and advice gathered, then assess the current tutorial implementation to identify possible improvements. The remainder of task time must be used to propose and refine design iterations as a team. • As part of a studio jam, create a mechanic-specific tutorial scene prototype (3h) As discussed in studio-jam 9/4/19, produce a playable game scene which follows the established 'step-by-step' mechanic introduction within a scene which only contains the objects/instructions essential to the use of the specific mechanic. • As part of a studio jam, update 'highlight' particle system (2h) As discussed in studio-jam 9/4/19, create a revised particle system to highlight the next game object during the tutorial, highlighting the selected object within a column of light and dulling the remainder of the screen. • As part of a studio jam, create withdrawal/held poses for player characters (1h 30m) As discussed in studio-jam 9/4/19, update the visual behaviour of player characters when withdrawing and holding items from the ships hold. • As part of a studio jam, incorporate revised D-pad UI assets (1h 30m) As discussed in studio-jam 9/4/19, replace the visual assets with those produced as a result of Amy's task, before updating the timed functionality of the hold withdrawal. • As part of a studio jam, incorporate revised interactable object assets (2h) As discussed in studio-jam 9/4/19, (dependent on completion of Amy's tasks) replace the on-deck interactable items with the revised models produced. New models will allow for object rescaling which must be added to the objects functionality during it's use state before returning it to normal during it's idle/resetting states. Henry (12 Hours): • As part of a studio jam, discuss 'onboarding' research and propose design iterations (2h) Following completion of Amy's research task, as part of a studio-jam all team members must review the rules and advice gathered, then assess the current tutorial implementation to identify possible improvements. The remainder of task time must be used to propose and refine design iterations as a team. • As part of a studio jam, create a mechanic-specific tutorial scene prototype (3h) As discussed in studio-jam 9/4/19, produce a playable game scene which follows the established 'step-by-step' mechanic introduction within a scene which only contains the objects/instructions essential to the use of the specific mechanic. • As part of a studio jam, update 'highlight' particle system (2h) As discussed in studio-jam 9/4/19, create a revised particle system to highlight the next game object during the tutorial, highlighting the selected object within a column of light and dulling the remainder of the screen. • As part of a studio jam, create withdrawal/held poses for player characters (1h 30m) As discussed in studio-jam 9/4/19, update the visual behaviour of player characters when withdrawing and holding items from the ships hold. • As part of a studio jam, incorporate revised D-pad UI assets (1h 30m) As discussed in studio-jam 9/4/19, replace the visual assets with those produced as a result of Amy's task, before updating the timed functionality of the hold withdrawal. • As part of a studio jam, incorporate revised interactable object assets (2h) As discussed in studio-jam 9/4/19, (dependent on completion of Amy's tasks) replace the on-deck interactable items with the revised models produced. New models will allow for object rescaling which must be added to the objects functionality during it's use state before returning it to normal during it's idle/resetting states. Amy (12 Hours): • Conduct further research into player 'onboarding' (2h) In addition to the research document already presented and discussed with the team, further information should be researched more specific to the design



QUESTIONS

RESPONSES 8

the directional arms, to be included within the ship hold of the game scenes. • As part of a studio jam, produce the agreed mop model iteration (1h) As discussed in studio-jam 9/4/19, recreate the mop model, with game-legal dimensions, so that the scaling behaviour design iteration can be implemented by the team's programmers. • As part of a studio jam, produce the agreed torch model iteration (40m) As discussed in studio-jam 9/4/19, recreate the torch model, with game-legal dimensions, so that the scaling behaviour design iteration can be implemented by the team's programmers.

when i completed the tutorial without asking for help

noticed the changes made to the player circles

destroying enemy ships

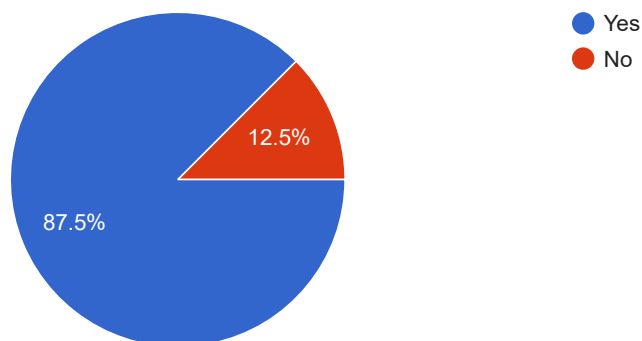
completing each otem to fire the cannon

understanding how to get items out of the ship

Completing it.

Did you have fun playing the tutorial?

8 responses





QUESTIONS

RESPONSES 8

doing it without having to ask questions

picking up deck objects

firing

understanding how everything worked

preparing to fire, trying to plan for where ships were coming from

Finising it without losing this time.

What was your least favourite moment?

8 responses

Not realising items had been withdrawn from the hold for a time.

Missing the enemies

the animations are still not very noticeable

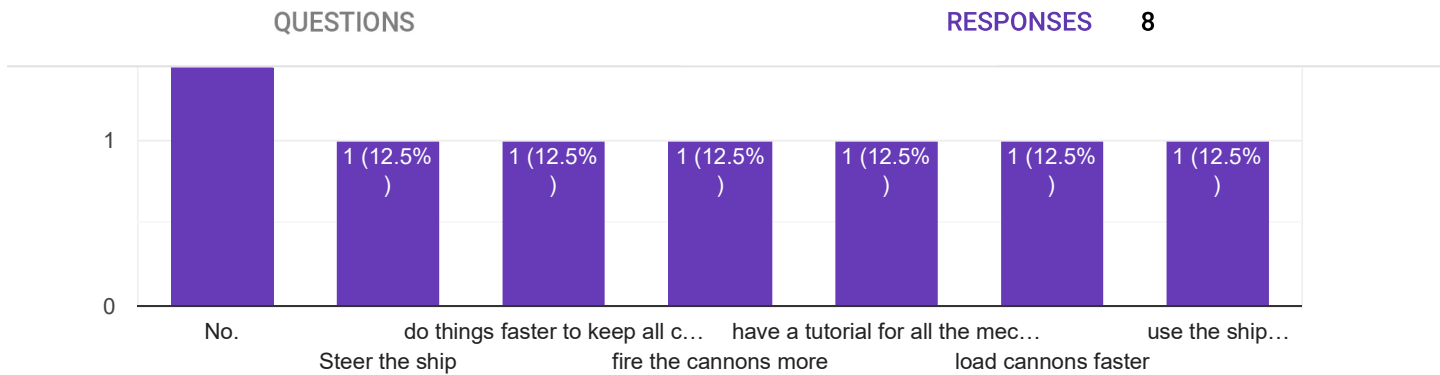
at times was bored because it the steps are the same as before

not being able to figure out where the thing i needed next was

not being able to figure out what some things were by myself

having to ask for help

Made same mistake as last time not seeing when I was holding the cannonballs.



If you could change any element of the game what would you improve?

8 responses

Yes

More actions to learn after firing the cannons

more chances to fire

make tutorials for all the game mechanics

making the next thing needed more obvious so i dont have to ask

make the torch and cannons as obvious on deck as they are in the images

more cannons to prepare better

Make cannonballs for obvious.