

Ship Happens Playtesting! 28 March

All changes saved in Drive



QUESTIONS

RESPONSES 6

6 responses



Not accepting responses



Message for respondents

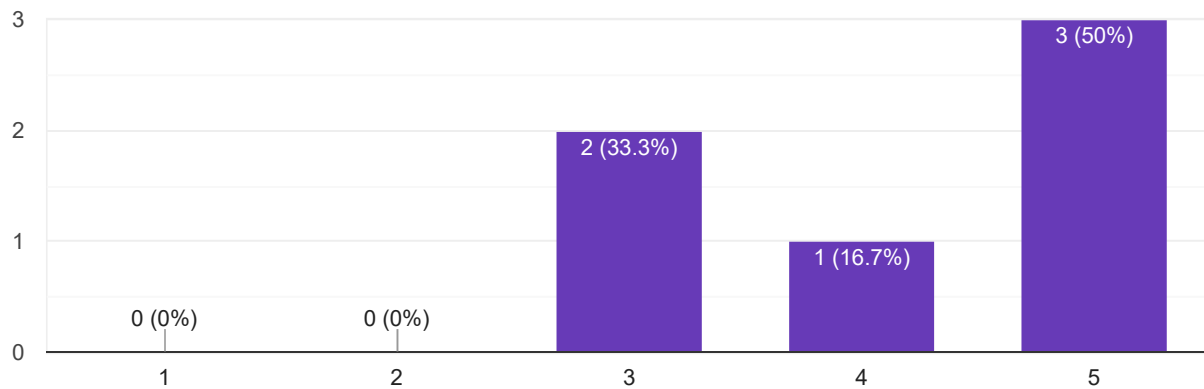
Collection of playtesting feedback has closed.

SUMMARY

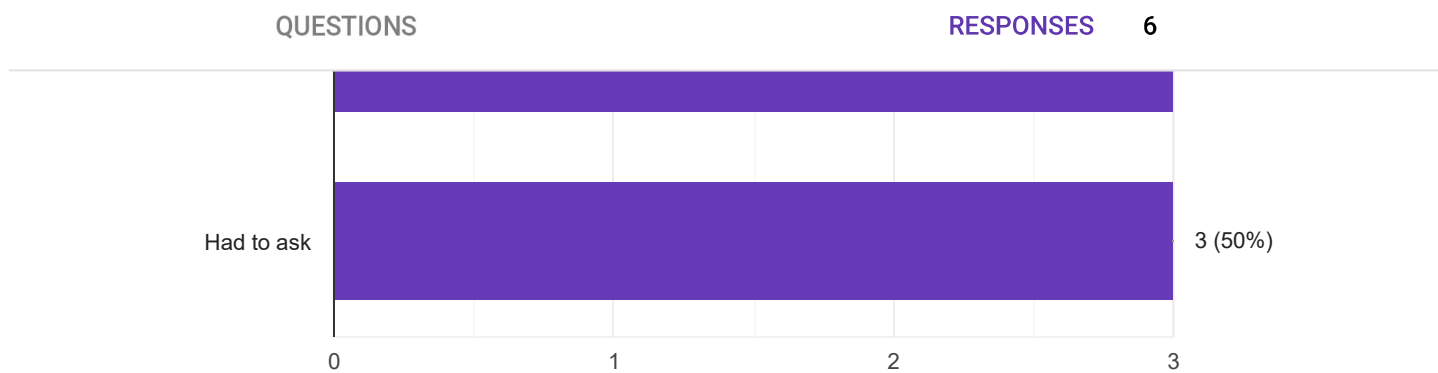
INDIVIDUAL

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

6 responses

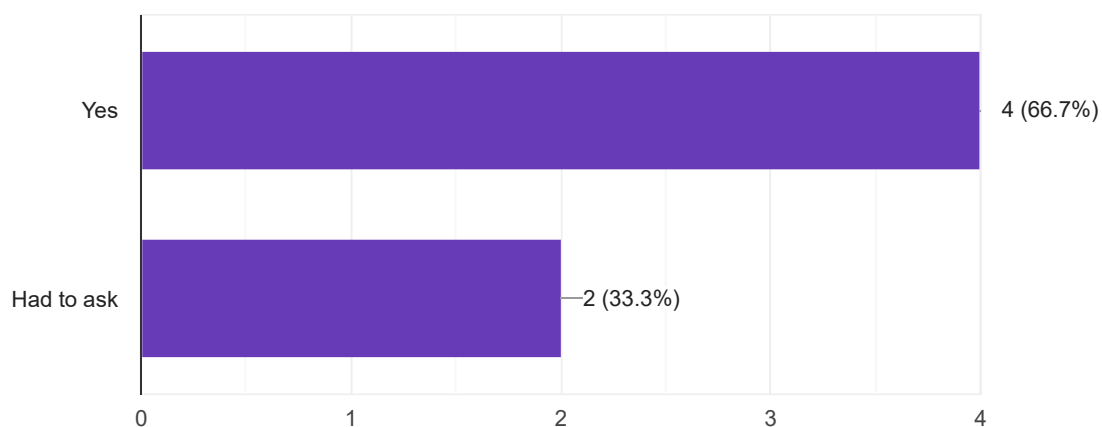


All changes saved in Drive



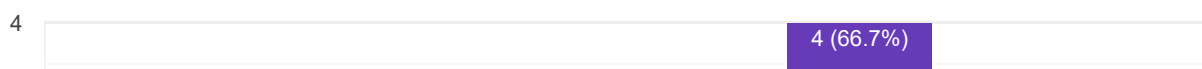
Did you understand the cause of the water level increase?

6 responses



How intuitive did you find the input controls?

6 responses



All changes saved in Drive

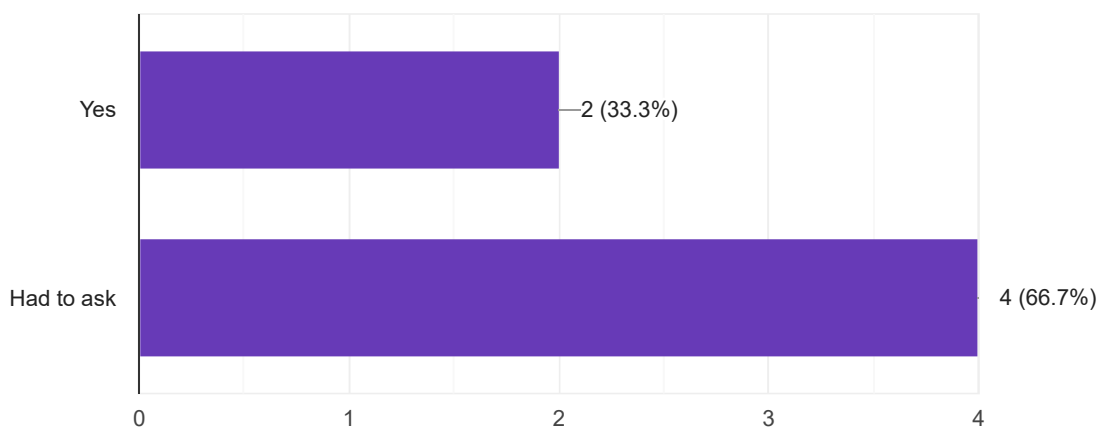


QUESTIONS

RESPONSES 6

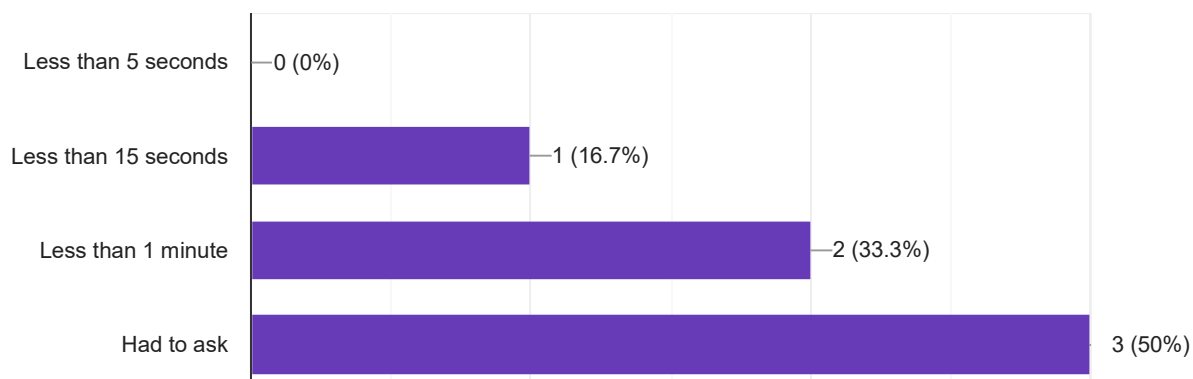
Did you understand the hold UI represented a directional pad?

6 responses



How long did it take you to understand the hold UI represented a dpad?

6 responses



All changes saved in Drive

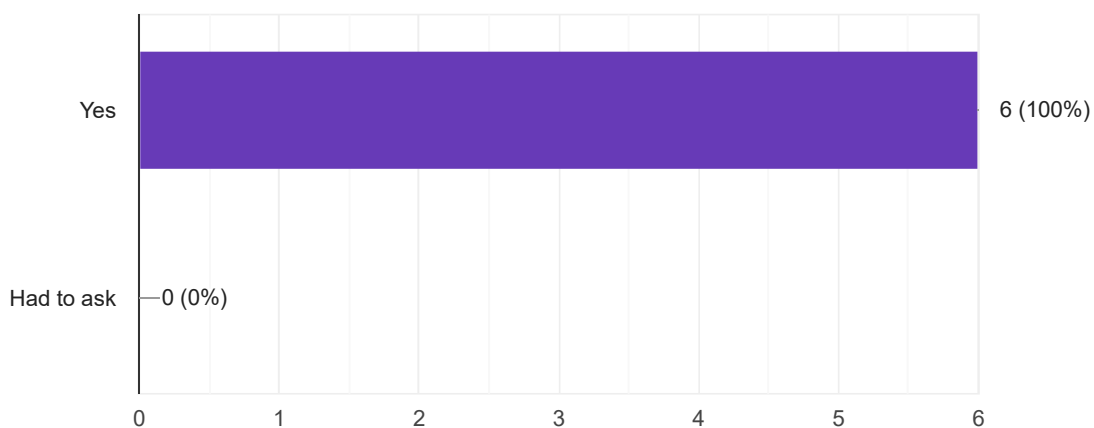


QUESTIONS

RESPONSES

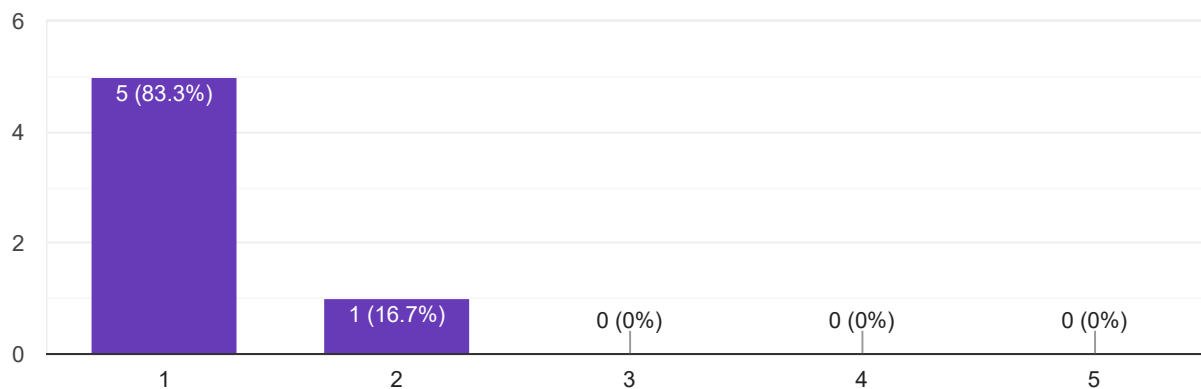
6

6 responses

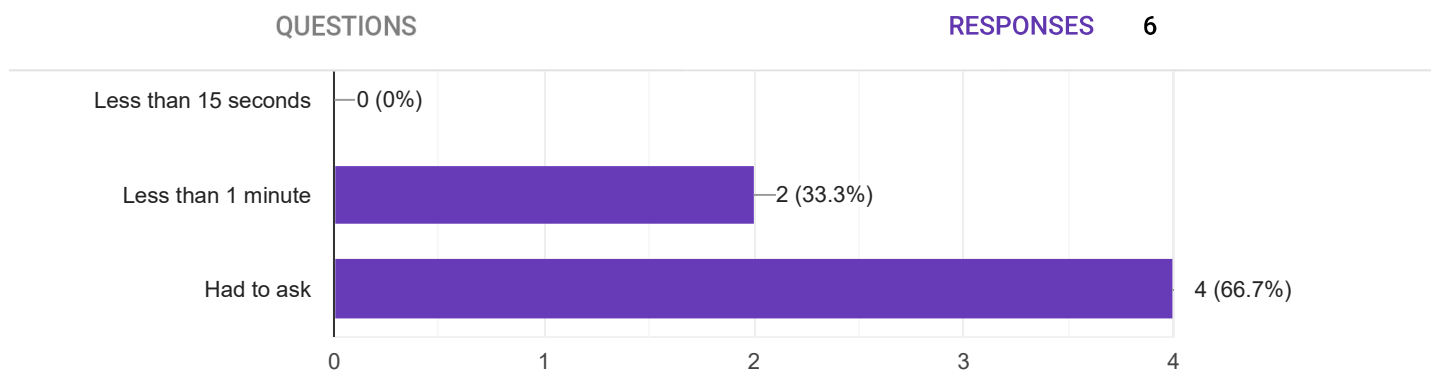


How noticeable were the object animations?

6 responses

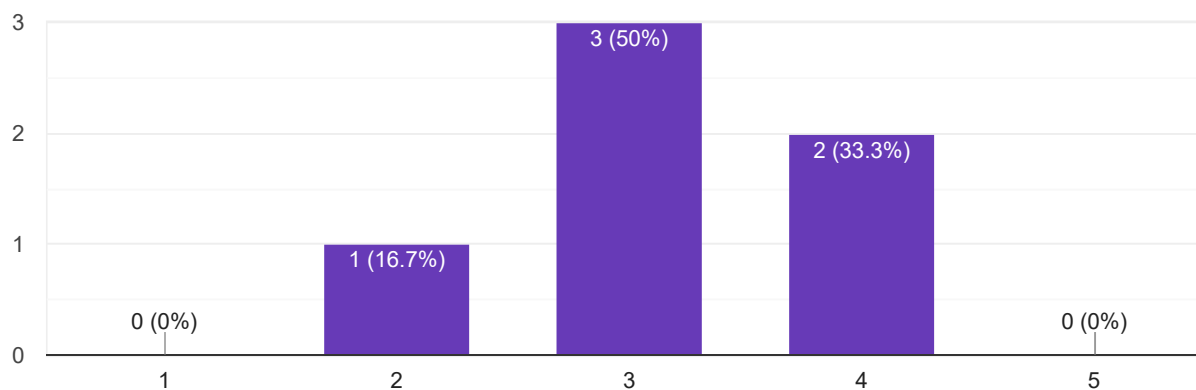


All changes saved in Drive



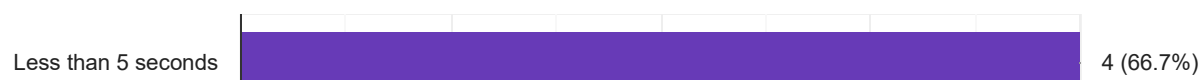
How noticeable were the pulsating effects?

6 responses



How long did it take you to notice the pulsating effects?

6 responses



All changes saved in Drive

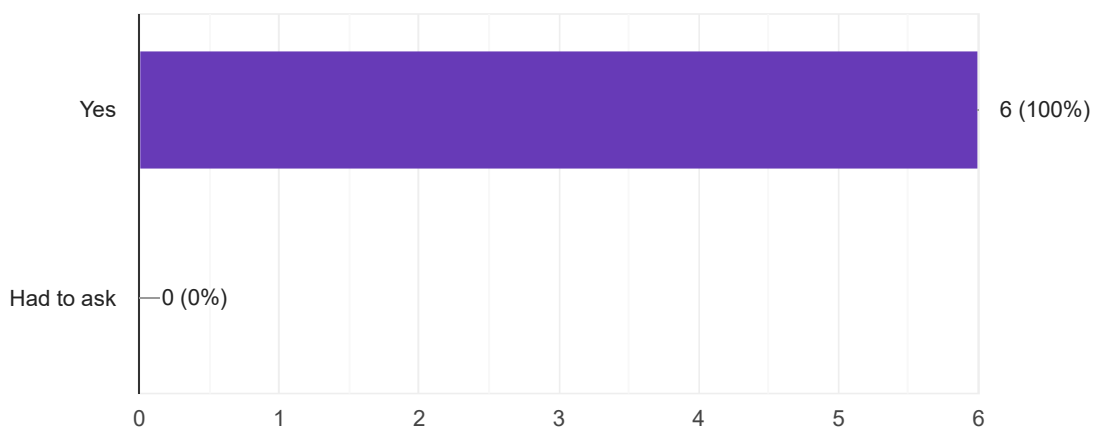


QUESTIONS

RESPONSES 6

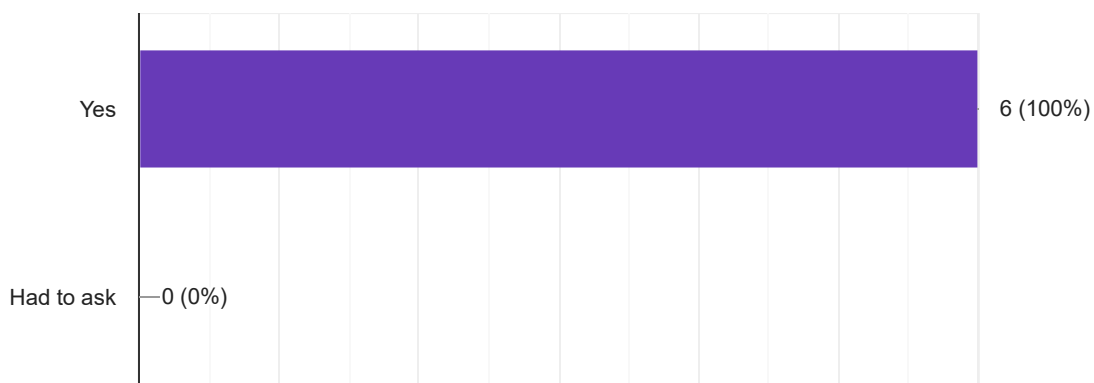
Did you recognise what the on-deck items were?

6 responses



Did you recognise what the 2d images represented?

6 responses



All changes saved in Drive

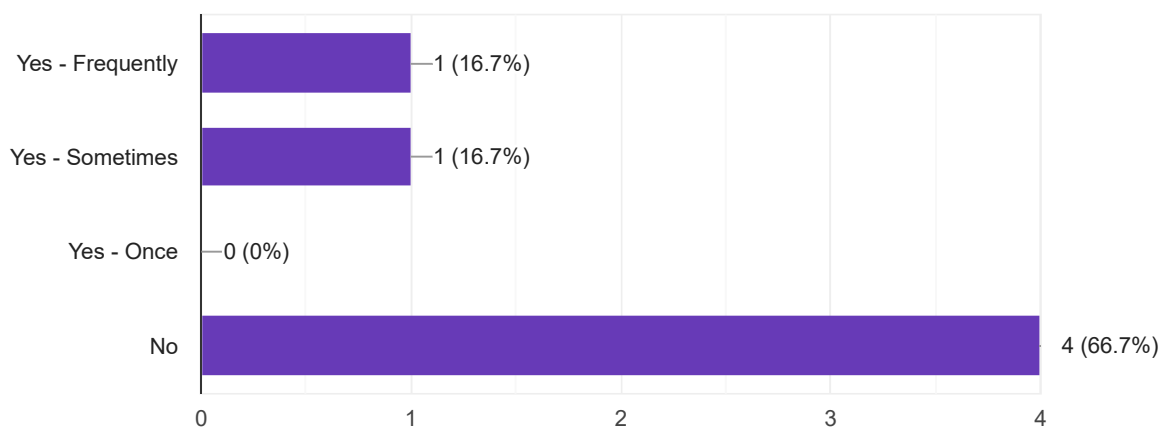


QUESTIONS

RESPONSES

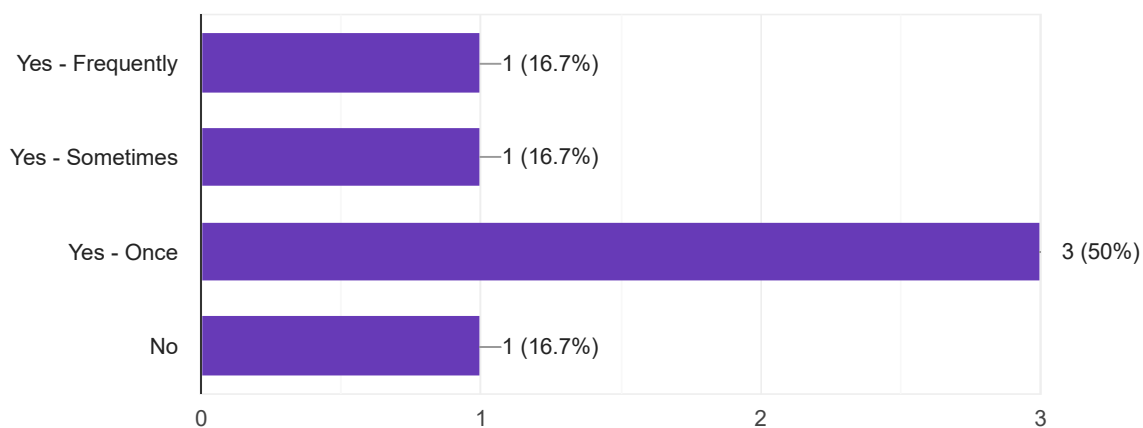
6

6 responses



Were you frustrated at any point during the tutorial?

6 responses



All changes saved in Drive



QUESTIONS

RESPONSES

6

Figuring out the game controls

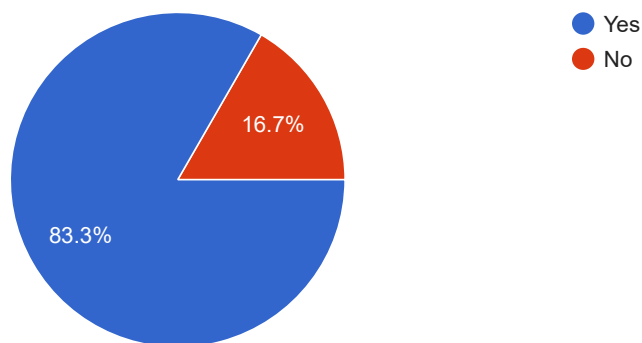
Didn't. Couldn't figure out the game without asking for help for the whole session

completing the stage

When realising the hold timer represented availability and not action time.

Did you have fun playing the tutorial?

6 responses



What was your favourite moment?

6 responses

Finally understanding how everything worked together after following the instructions and asking for some help

timing the enemy ship to fire at it

Practicing destroying the flags

All changes saved in Drive



QUESTIONS

RESPONSES

6

What was your least favourite moment?

6 responses

Not being able to figure out how the game worked by myself

sometimes it felt slow paced

Wanted to stop playing when it wasnt obvious where to find the next thing to do

Not knowing what I was supposed to do

not always understanding what i was being shown when trying to get cannonballs and barrels to load the cannon

Struggling to figure out if the button pad input worked.

Was there anything you wanted to do that the game wouldn't allow?

6 responses

Maybe it should use words to tell me what to do instead of pictures

fire more than one cannon at a time to hit more than one ship

Find the things faster. Make them bigger/colour change

Explain each action I am supposed to do

get the cannonballs and barrels. couldnt tell if it was always spawning. possibly a bug

No.

All changes saved in Drive



QUESTIONS

RESPONSES

6

Making the things more obvious

Make it slower and put on screen prompts and information

getting items from the ship

Make the spawning of items easier to understand. Timer countdown isn't clear what it corresponds to.