

Ship Happens Playtesting! 20 March

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QUESTIONS

RESPONSES

12

12 responses



Not accepting responses



Message for respondents

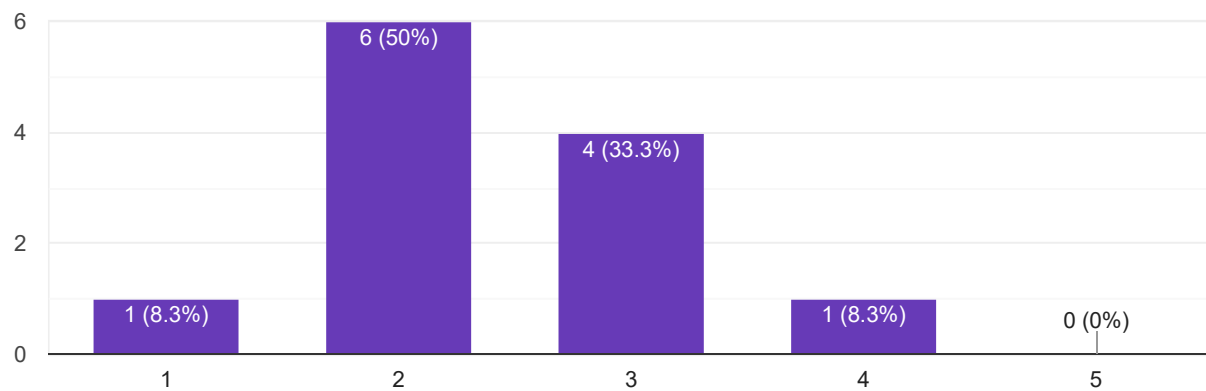
All feedback received from the 6 playtesting pairs.

SUMMARY

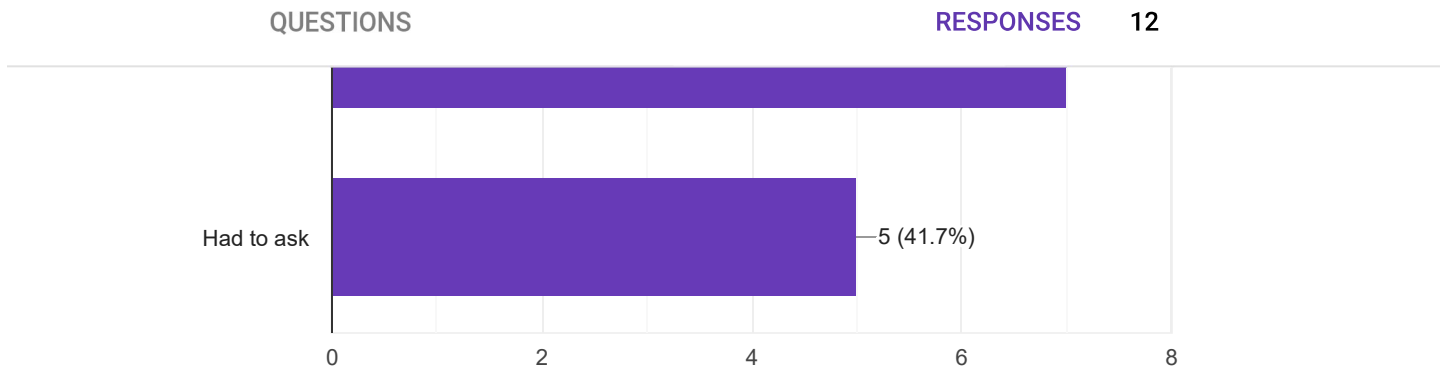
INDIVIDUAL

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

12 responses

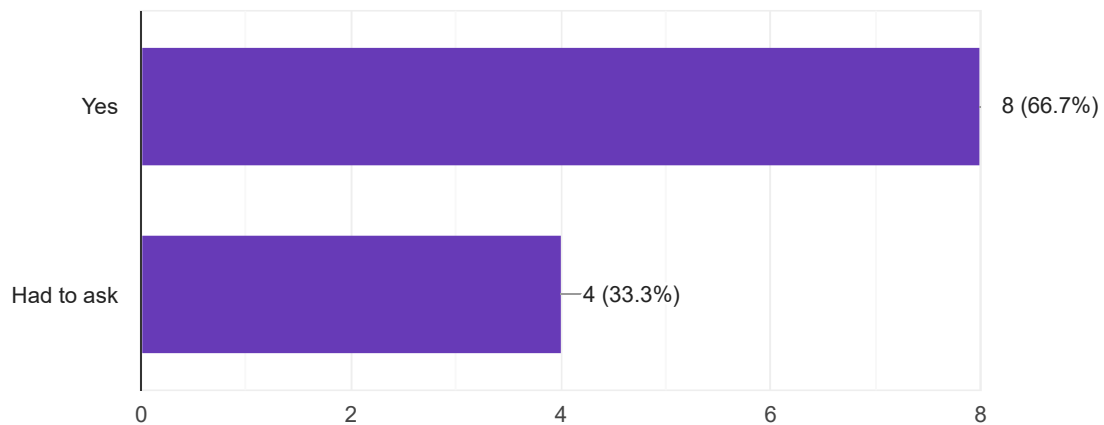


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Did you understand the cause of the water level increase?

12 responses



How intuitive did you find the input controls?

12 responses



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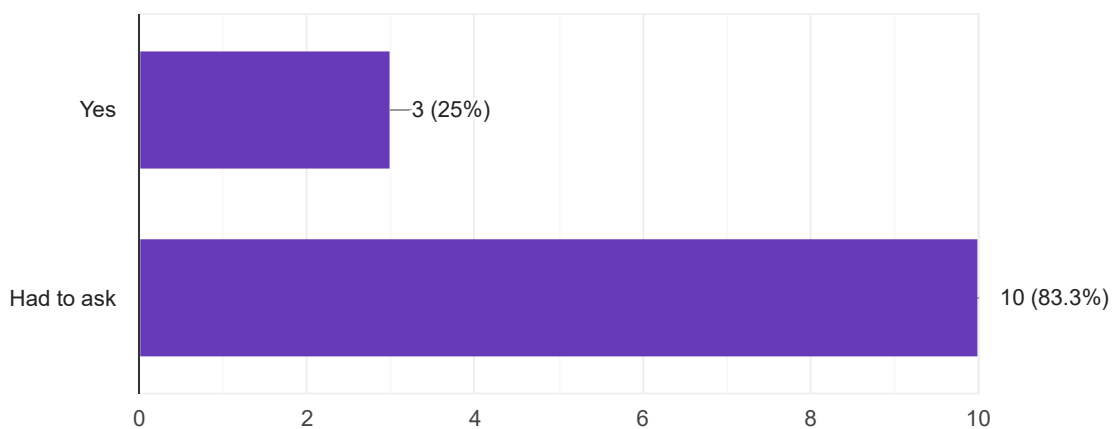
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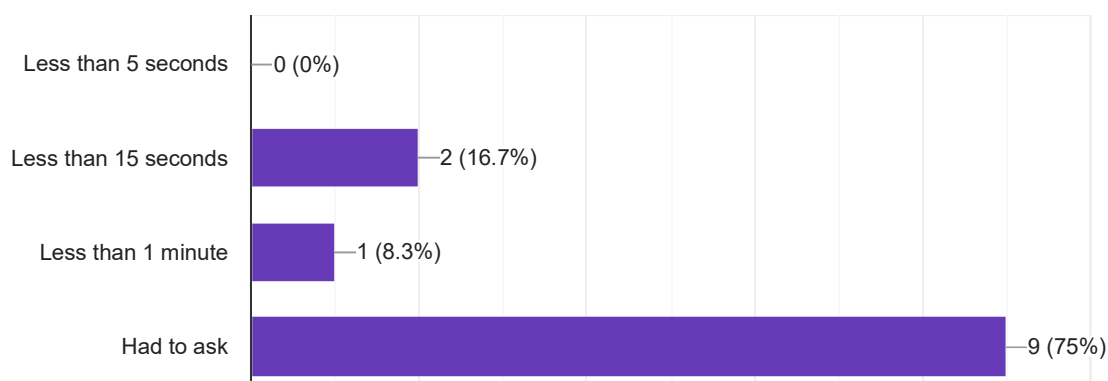
Did you understand the hold UI represented a directional pad?

12 responses



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

12 responses



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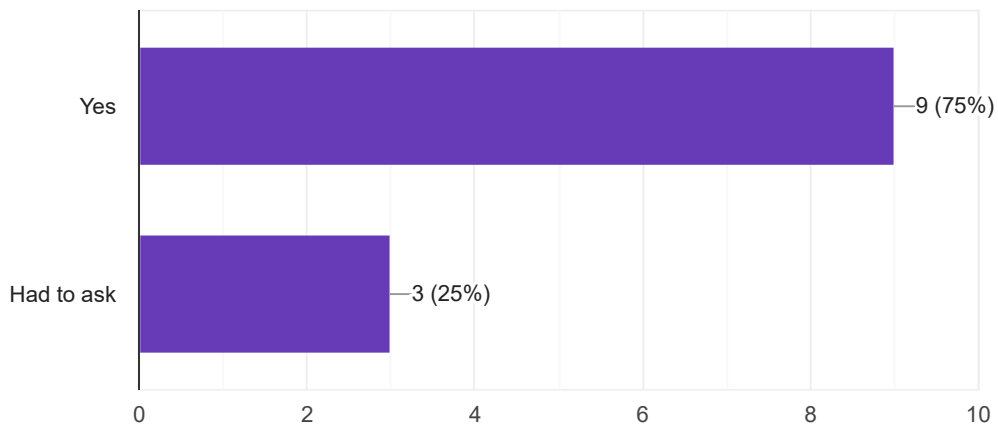


QUESTIONS

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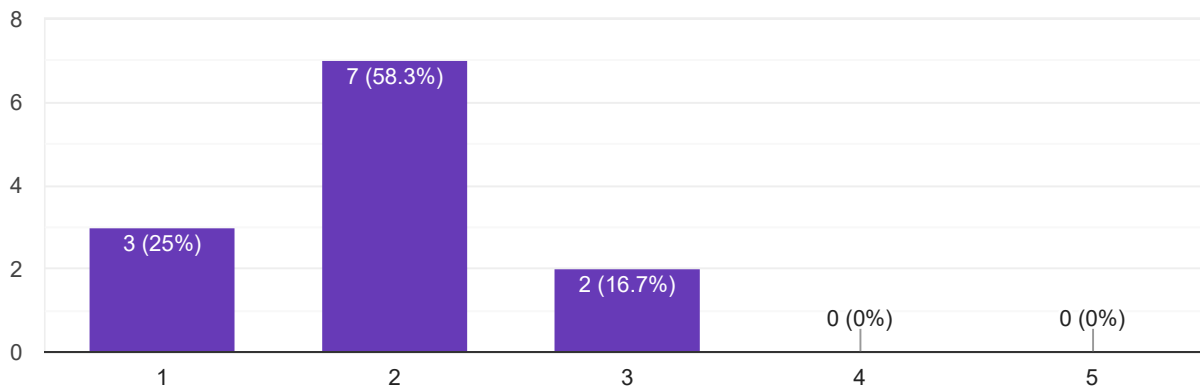
12

12 responses

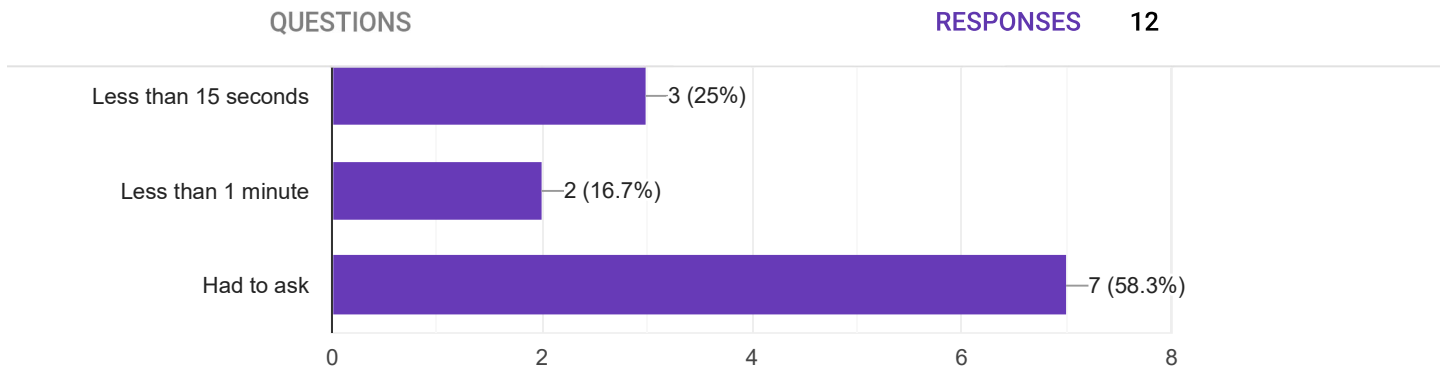


How noticeable were the object animations?

12 responses

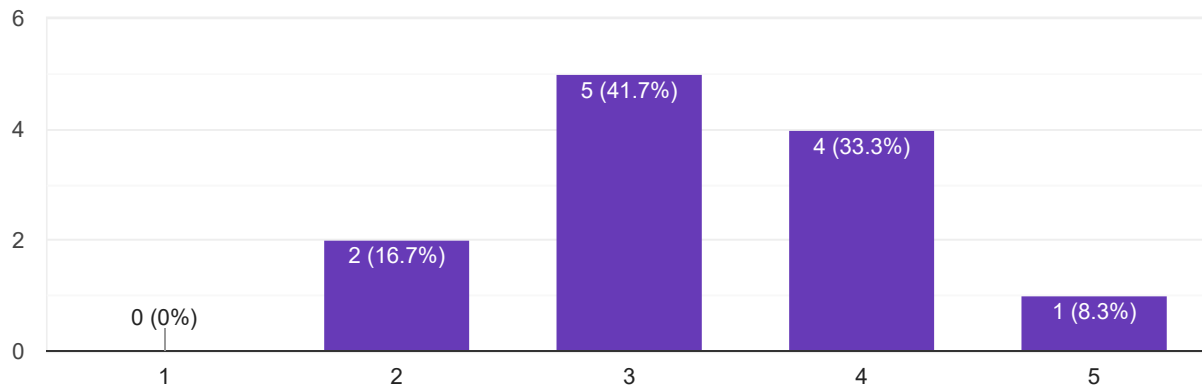


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How noticeable were the pulsating effects?

12 responses



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

12 responses



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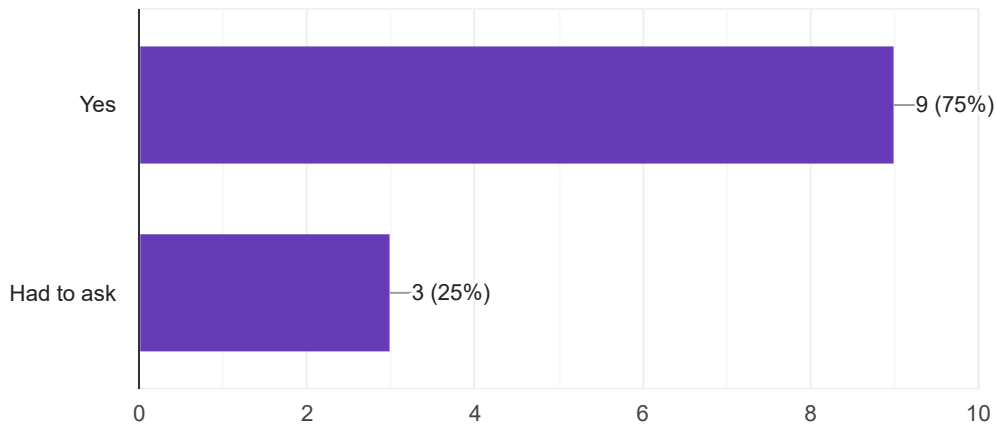
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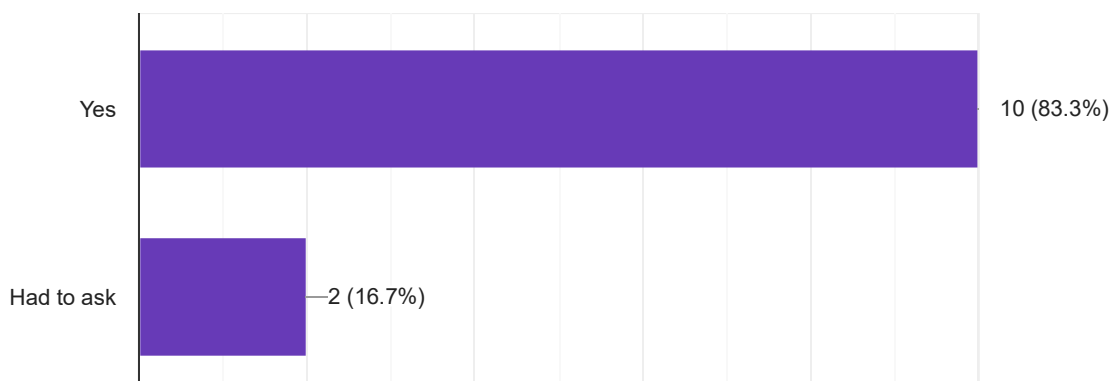
Did you recognise what the on-deck items were?

12 responses



Did you recognise what the 2d images represented?

12 responses



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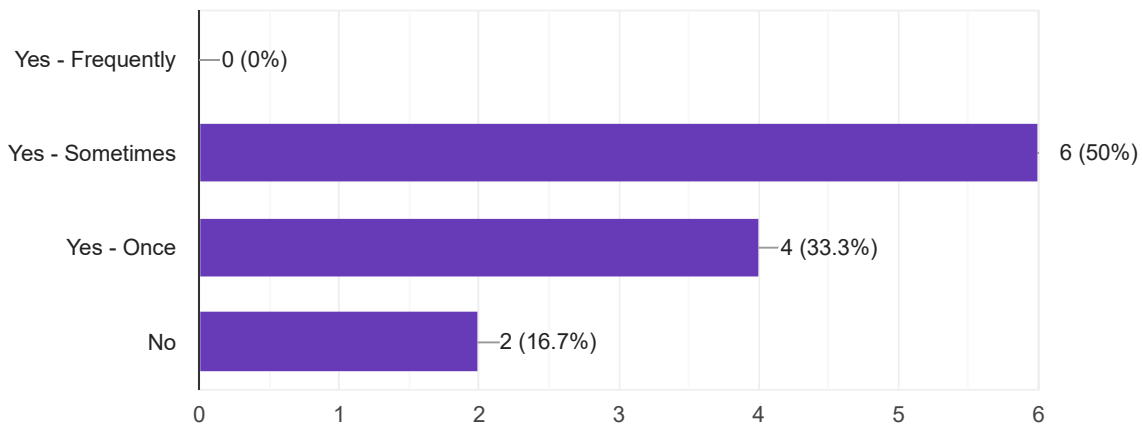


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RESPONSES

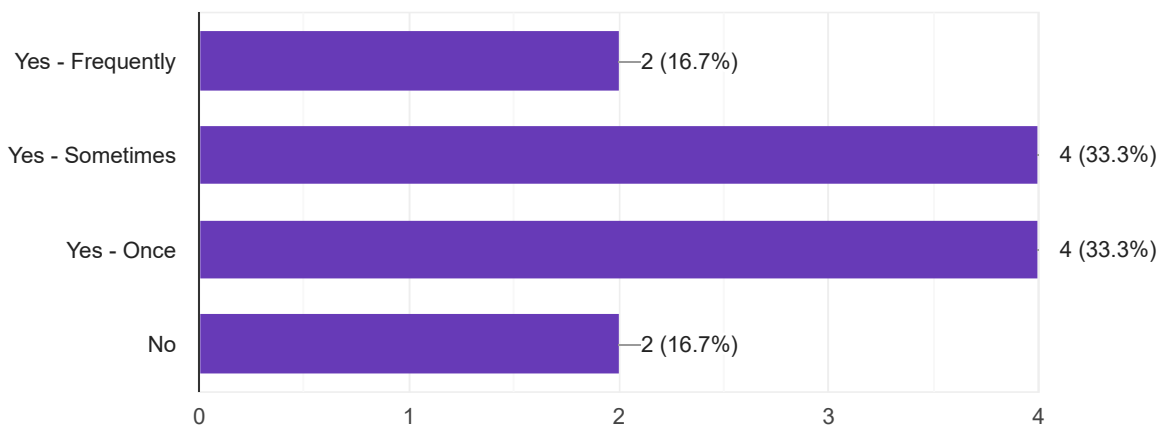
12

12 responses



Were you frustrated at any point during the tutorial?

12 responses



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knowing the cannon ammo

Firing the cannon

figuring out the clues from the pictures

loading all the ammo into the cannon

When I understood what the cannon mechanic required

when the enemy flag was destroyed

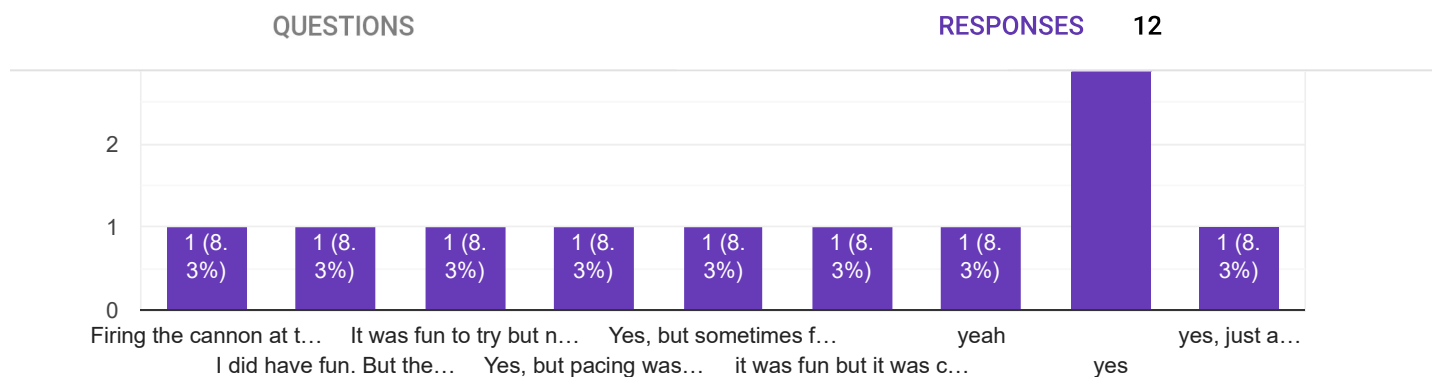
When I finally understood where to go.

when i figured out i needed to use the fire stick to launch the gun

Killing the target

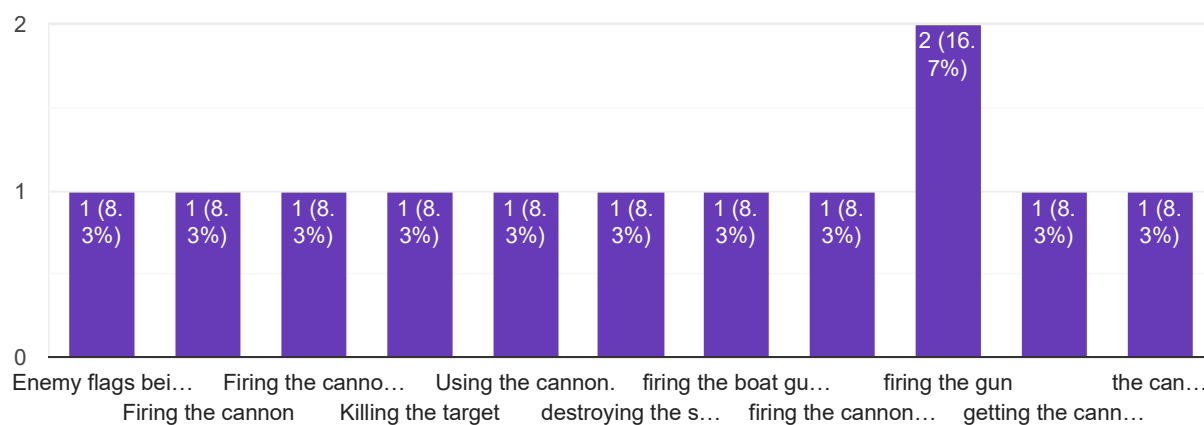
winning

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What was your favourite moment?

12 responses



What was your least favourite moment?

12 responses

Destroy the enemy flags. There were way too fast.

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There was no explosion to destroy the ship and then steps were paced to slowly.

figuring out the cannon mechanics

Understanding where to go.

how long it took to figure out

Following some of the instructions took a lot of figuring out

loosing at the end

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fire on the enemies because they were too fast

Be more descriptive of the cannon stages

tell me what i needed to do when i got stuck

show me more instructions so i can figure out what i have to do

Enemies were too fast to be destroyed.

get all the cannons loaded

Try the cannon against more enemies.

fire the gun at more enemies

No

keep playing to try and win

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