Current playtesting focus is to clarify the effectiveness of the game’s introductory tutorial.

Team should consider:

* Do players understand the tutorial animations (to what extent)
* Do players understand the tutorial particle systems (to what extent)
* Do players successfully complete each stage of the tutorial (to what extent)
* Do players successfully complete the free play element once a mechanic is introduced
* How much time do players spend on each step
* Do players feel bored at any point in the tutorial
* Do players feel they need to replay the tutorial
* Do players want to replay the tutorial

At the current stage the team should be looking to playtest with ‘tissue testers’ who have not had any exposure to the game previously.

This will ensure that the tutorial is the first element they are exposed to so it’s effectiveness can be assessed without contamination or prior knowledge of the game’s objectives.

At the current stage, playtesting should be conducted in public spaces with the developers present.

The team are not currently looking to test the robustness of the project so do not yet need to conduct playtesting online as had previously been considered.

The team should request that the first-time users vocalise their thought process so that their actions can be assessed without the team needing to interrupt gameplay.

The team should also request permission to record testers faces and the game screen so that their emotions can be compared to the on-screen activities.

At the current stage minimal explanation should be given to testers before testing begins to better assess the suitability of the tutorial.

Following playtesting the team should hold a brief interview with each tester on a one-on-one basis where possible.

Following this each tester should be asked to complete a short online survey as soon as possible.

Potential questions for this survey could include:

1. To what extent do you feel you understand the range of interactions the player has with the cannon
2. Did you understand the cause of the incoming cannonballs
3. Did you understand the cause of the water level increase
4. How intuitive did you find the input controls
5. Did you understand the hold UI represented a directional pad
6. How long did it take you to understand the hold UI represented a dpad
7. Did you understand how to destroy an enemy ship
8. How noticeable were the object animations
9. How long did it take you to notice the object animations
10. How noticeable were the pulsating effects
11. How long did it take you to notice the pulsating effects
12. Did you recognise what the on-deck items were
13. Did you recognise what the 2d sprites were
14. Were you bored at any point during the tutorial
15. Were you frustrated at any point during the tutorial
16. At which moment did you feel the most clever
17. What was your least favourite moment
18. What was your least favourite moment
19. If you could change any element of the game what would you improve
20. Was there anything you wanted to do that the game wouldn’t allow
21. Did you have fun playing the tutorial