Playtesting

Our goal during playtesting was to investigate if resources, assets and rules created the targeted game dynamics and mechanics. In particular, we were looking for balance between the player being affected by 'good' and 'bad' entities in the game, tension and relief moments created by being unable to predict the time and position of the entities in the game, enough constraints for it to be challenging yet easy and entertaining to play. Although we were looking for all the above during our playtesting, our goal was to prove that our game is well balanced and the player has at least a few minutes of the playtime before the game is over when they have no experience playing it before.

Hypothesis

People have a higher chance of lasting longer in the game if they have more experience playing it.

Method

Six games were played:

- One player played it three times
- Three players played it once

Data gathered

- Time spent playing
- Final score players got at the end of the game

We expected the player to achieve higher score and accordingly longer playtime when they become more experienced in the game.

At the end of each game we asked each player to pick the statement that best describes their experience:

1. The game ended too fast/slow/good timing
2. The game was more challenging than I expected/The game was less challenging than I expected
3. There were too much action happening in the same time in the game/ I was okay with flow of the game
4. I found the number of donuts well-balanced with the number of dogs/ I found there were too much donuts comparing to number of dogs/ I found there were too much dogs comparing to number of donuts
5. The purpose of each game entity was clear without clarifications/The purpose of game entities was not obvious

We expected first-time players to find game too fast and too stressful and more challenging comparing to players with more experience. We predicted some players to find that there is too much action

happening in the game while others are okay with it, since some of them had more experience playing that kind of games.

Results

Recorded game data reflecting the score and playtime and player's experience in this game.

Player	Score	Playtime (s)	Times played
Player 1	4500	38	1
Player 1	5400	43	2
Player 1	9600	60	3
Player 2	3800	34	1
Player 3	6700	48	1
Player 4	5900	42	1

This table represents the interview answers provided by players in the end of the playtesting.

1. The game ended too fast/slow/good timing

Game	Too fast	Slow	Good timing
Player who played game three times	1		2
Other players who played only one time	2		1

2. The game was more challenging than I expected/The game was less challenging than I expected

Game	More challenging	Less challenging
Player who played game three times	1	

Other players who played only one time	3	

3. There were too much action happening in the same time in the game/ I was okay with flow of the game

Game	Too much action	Flow was ok
Player who played game three times	1	2
Other players who played only one time	2	1

4. I found the number of donuts well-balanced with the number of dogs/ I found there were too much donuts comparing to number of dogs/ I found there were too much dogs comparing to number of donuts

Game	Well-balanced	Too much donuts	Too much dogs
Player who played game three times	0	0	1
Other players who played only one time	1	0	2

5. The purpose of each game entity was clear without clarifications/The purpose of game entities was not obvious

Game	Purpose was clear	Purpose was not clear
Player who played game three times	1	0
Other players who played only one time	3	0

After playing the game 3 times Player 1 admitted that he felt more comfortable and less stressed while playing the game, although throughout all 3 games the number of dogs was not well balanced. The last 2 games played Player 1 felt like the timing was good, but only one player out of other 3 was okay with the timing, the rest noted that it was too fast. All players admitted that the game was too challenging.

The increasing number of dogs lead to all players experiencing frustration and after playing for about a minute it was impossible to not collide with dogs, which was followed by instant lose of the game.

Conclusions

Our observations during playtesting showed strong players interaction and engagement with the game. All of the players tried their best to get higher scores and as far as possible in the game. Two of three players said that if the game was more balanced and better represented graphically they would play again.

According to interview results most players did not enjoy the game ending too fast due to multiple dogs' attacks at once. At that point players felt like they had no or very limited control over the game and it was nearly impossible for them to keep playing.

All players found the interface and gameplay intuitive, it was clear what purpose each entity served (i.e. donuts, dogs, balls).

However, our results show that our game needs more work on the balance and especially number of dogs, we did prove that players are getting more skilled in the game as they play. Therefore, our hypothesis is proven to be correct.