

Play-Test Script for Thrifty Thieves:

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First off, we'd like to sincerely thank you for your time and effort in play-testing our game for us. Please provide us as candid feedback as possible; do not worry about hurting our feelings, we are most interested in learning your *true* opinion and how your experience was playing our game.

We have a brief set of instructions below that explain the game (how to play, goals, etc.). Please carefully read these instructions. When you begin play-testing the game, please note if there was anything that you read in the instructions that was unclear in gameplay.

As this is a four-player game, we understand that it may be difficult for play-testers to play the game more than once. In order to still be able to receive the most useful feedback, we ask that you pay careful attention in your play through. In particular we would appreciate special attention given to the player guidance. In addition, if you have the capability we would GREATLY appreciate if you could **screen-capture your play-through** so that we can have video of any bugs that you ran into, see potential areas that players get confused in, and see what sorts of strategies players employed.

TUTORIAL FOR PLAYTESTERS:

OVERVIEW:

Thrifty Thieves is a 2-vs-2 action game. You and your partner find yourselves in an office building filled with valuable items (furniture, computers, and even gold bars). You need to work together to steal as many valuable items as you can during the time limit (6 minutes). In addition to the time-limit, the getaway vehicles have a limited capacity. The trucks can hold up to 200 capacity units. Your points will be totaled based on how many items you have in your getaway vehicle at the end of the level.

BASIC CONTROLS:

Movement	LEFT ANALOG STICK
Item Pick-Up	(A)
Item Drop	(A)
Throw an Item	Run and drop at the same time LEFT ANALOG STICK + (A)
Force Field	(B)
Use the Stairs	(Y)

ITEM VALUES AND SIZES:

Item value is determined by color:

Blue Items	10 points
Red Items	20 points
Green Items	30 points
Gold Items	50 points

Item size is determined by the object:

Light	5 capacity units
Radio	5 capacity units
Mug	5 capacity units
Frying Pan	5 capacity units
Gold Bar	5 capacity units
Chair	10 capacity units
Tree	10 capacity units
Computer	10 capacity units
Picture Frame	10 capacity units
Couch	50 capacity units

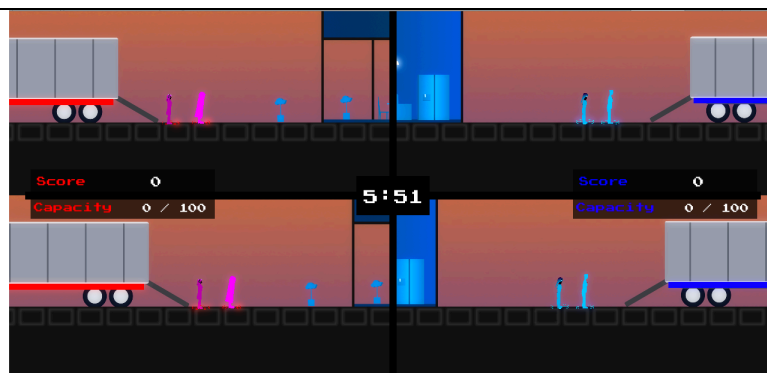
RUN THROUGH:



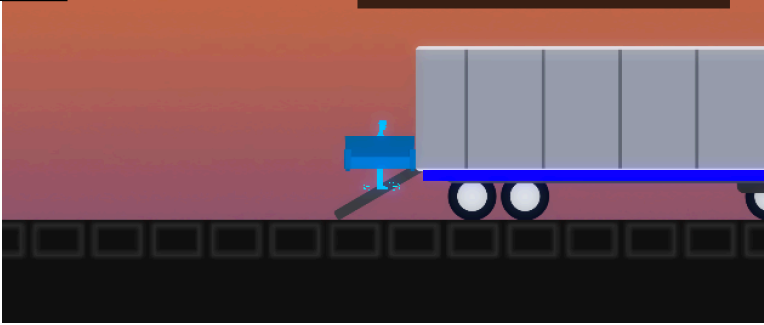
This is the opening scene of our game. As this game is for four players, please make sure you have four controllers connected. Press (A) to continue.



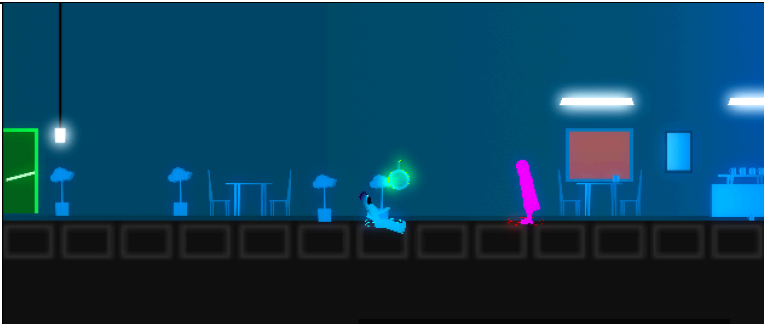
This is the player select scene of our game. Use the LEFT ANALOG STICK to select which player you would like to be and on which team. Press START to begin the game.



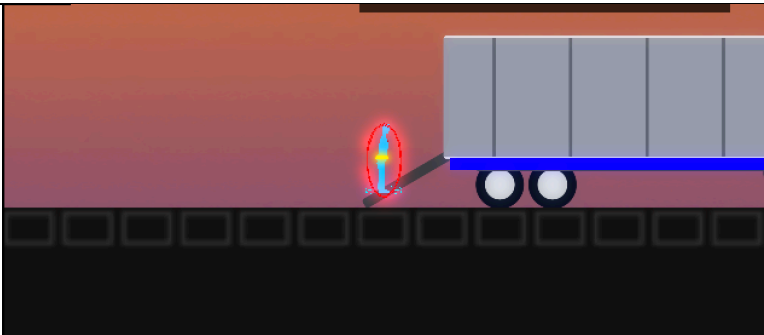
This is the gameplay scene for our game. The screen is split into quadrants. Red Team is in the left two quadrants. Blue Team is in the right.



Run into the building and start collecting items to fill your truck. Or, if you want to play offensively, you can take large, low-value items into your opponents' truck or remove items from their truck and put it in yours.



You also have the ability to interact with each other. If you notice an opponent taking a high-value item to their truck, you can throw any object at them to knock them unconscious and steal the valuable item.



If you're carrying a valuable item towards your truck and you notice someone trying to attack you, use your force field to protect yourself (B).

PLAY-TEST INSTRUCTIONS:

Set up a game for you and 3 friends and play the game using whatever strategy you wish.

If you have the capability, please screen-capture your play-through.

Please pay special attention to the following aspects:

- Player guidance
- Balance of object values
- Balance of object sizes and the truck capacity
- The value of a teammate

At the culmination of your play-test please complete the Google forms survey:

<https://goo.gl/forms/q6NzWkHKJphqAxEl3>

Thank you again for your willingness to playtest for us! We really appreciate your feedback and help in improving our game.