

Team Fork Playtesting Reflection

What feedback did you get from playtesters? (Detail the findings from all THREE rounds of testing)

1. The first group of playtesters expressed concerns for the amount of wiring we had under our prototype in comparison to the amount of space we actually had for wires. They suggested we tidy up the wiring to make it as efficient as possible, that way we do not run into any issues regarding tangled wires.
2. The second playtester, Professor Contour, suggested to playtest each individual part of our story to ensure that each part of the story was functional. She suggested to first test the beginning to make sure everything works in that section, then move onto the middle section, and lastly the final section.
3. The third group of playtesters mentioned that the beginning of the game was somewhat unclear and there should be something the player can interact with that lets them know the simulation has started. From there, they suggested we should keep the story as streamlined as possible to ensure smooth playing testing for other players.

Did your hardware work as intended? Do you have all required hardware elements?

1. The hardware did not work as intended in the initial playtesting phases, but soon after we were able to troubleshoot the issues and make everything work as intended.
2. We do have all required hardware elements, even some additional interactivity such as buttons, pressure plates, and lights as well.

Did they activate your cardboard enclosure effectively to illustrate your story?

1. Initially, no. The beginning of our enclosure was unclear at first, and our entire story was yet to be playable by all players. But, they were familiar with the concept of design and were able to figure out the levels they needed to go through to finish the story.

Did your playtester know what to do without instruction?

1. The playtester(s) did not initially know what to do without instruction/introduction of the story. But, after explained, they were able to easily conceptualize what the story would be and how it would function.

What feedback will you implement / what changes will you make as you improve upon your initial design?

1. We will implement all pieces of feedback, such as the wiring concerns, unclear initialization, and testing each part of the story. We will make the story more clear and the activation clearer for players. We will also improve on our design concepts to make the overall project sharper, intuitive, and more pleasing to the eye.