Hello Reaper

Playtest Report 170516

GAM150S17KR Spring 2017

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Producer

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Coding Responsibilities:

Special Tiles, Tutorial Level, Level Design

Lead Designer

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Coding Responsibilities:

Basic Fundamental Gameplay(Player, Level, System...),

Art, Music(Including FMOD), Overall AI, Game Menus

Technical Director

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Coding Responsibilities:

UI, Shop Level, Advanced AI

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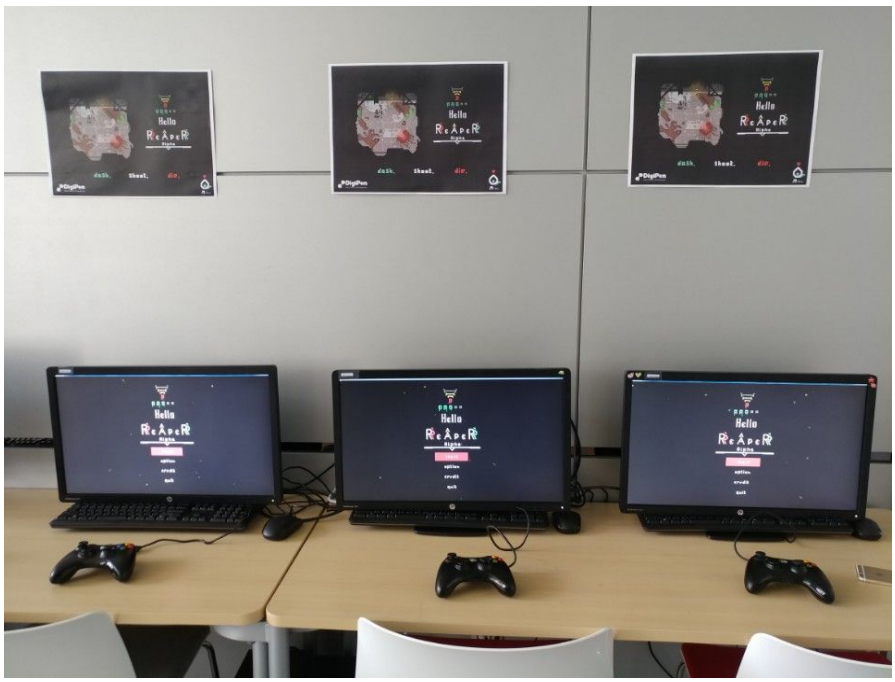

Our babies, ready to be tested!

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Introduction

This document is a record of the formal open playtest event which took place at the Engineer Hall on Tuesday, May 16th. During the playtest, we made a offline survey to collect the playtesters' reactions and feedbacks so that we can use those to improve our game.

High Concept

'Hello Reaper' is a fast - paced top down action shooter game, where the player can only move on fixed tiles while the enemies do not. Use DASH to avoid enemies and SHOOT to kill enemies and try as many times as you want to beat the level. Upgrade your character as a way you want and try to beat the game as quickly as possible with the least amount of death counts.

Game Summary

As explained in the high concept, 'Hello Reaper' is a fast - paced top down action shooter game. The player can move or attack certain distance only towards fixed directions(N, S, E, W). However, the enemies do not have the limit so the player should plan their next move carefully.

Also, the player only has limited amount of health and energy(which is used to dash). Although the health cannot be refilled, the player can recharge energy by successfully damaging the enemy. Both elements can be upgraded at the shop level.

The player can beat the level by killing all the enemies without dying. In this case, the player can proceed to next level. However, the player should retry the level if he or she dies before the killing the enemies.

Target Audience

The target audience of Hello Reaper will be Casual to HARD CORE gamers who likes to play Souls-Like game and Hyper Light Drifter. Everyone above 10 years old are welcome to play our game.

Playtest Environment

The playtest of Hello Reaper took place at Engineer Main Hall in KMU Campus. The games were installed in PCs from Digipen lab with executive file(.exe). XBOX 360 Gamepads,

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keyboards and mouses were provided. For the best experience and those who want, earphones were also prepared.

Playtest Outline

Objectives of the Playtest

The main and the one of the most important objectives of the playtest was to see whether our game is fun to play or not because this game is our baby and we really did not know how other people think about our game. Second objective of the playtest was to spot any bugs we might have missed. Third, we also wanted to gather people's feedback of the game's difficulty, and any other features that they want to add.

Provided Instructions

As we wanted to reduce as many writings as possible, we only put things that people really need to play the game initially. These are the provided instructions

- Controls
    - WASD(Keyboard) or L - Stick(Gamepad) to move 2 tiles.
    - Hold Space(Keyboard) or LT(Gamepad) to move 1 tile.
    - Direction Keys(Keyboard) or R - Stick(Gamepad) to attack.
    - E(Keyboard) or A(Gamepad) to interact.
- HUD
    - Health is represented with red rectangles
    - Dash Energy is represented with green rectangles.

Posed Questions

1. What is your gender?
2. Was the game fun to play?
3. Was the difficulty of the game appropriate?
4. Was it easy to see what player is doing?
5. Was it comfortable to see the UI?
6. Was the each menu option clear enough to know what to select?
7. How was the game sound volume?(based on the average volume)
8. Is there anything you want to add or change?

After the playtesters finished playing the game, we sincerely thanked them for playing our game and giving so many useful feedbacks!

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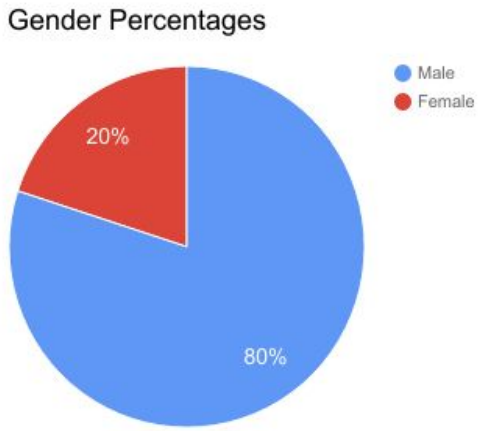
Playtester Demographics

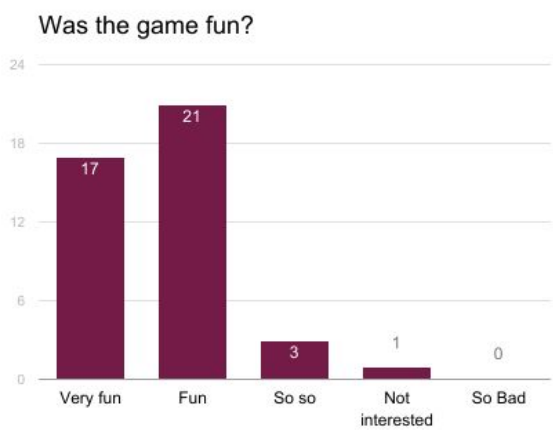
We have collected 41 playtesters during the playtest - which was surprisingly more than we thought considering our game type. About 80 percent of the playtesters were male and others were female.

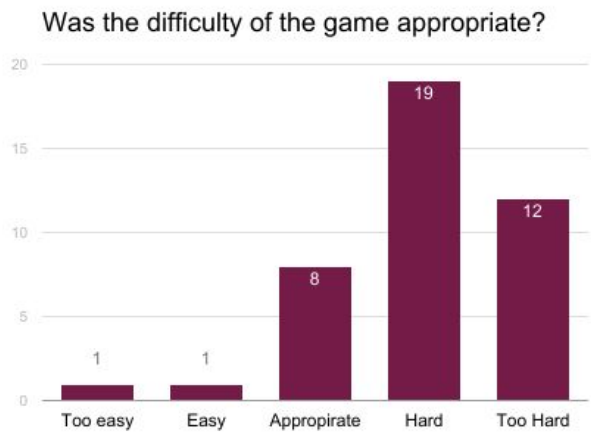
We received a variety of responses from 41 players. Based on this, we can consider how to modify the game.

Playtest Summary

Overall Survey Result







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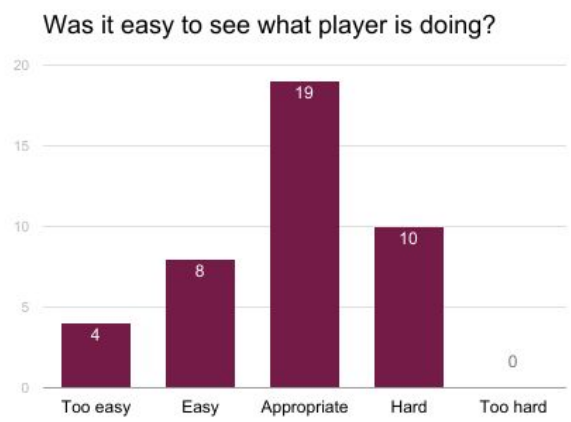

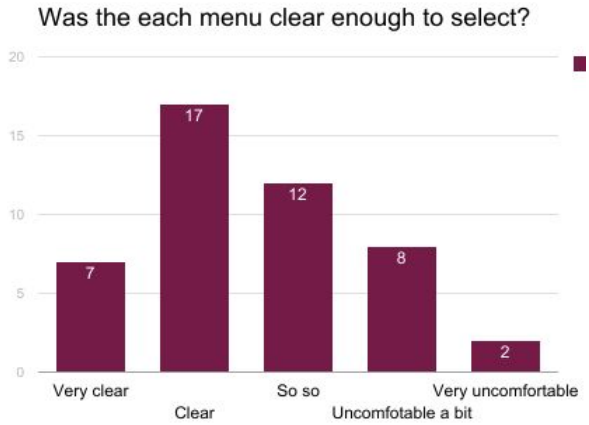

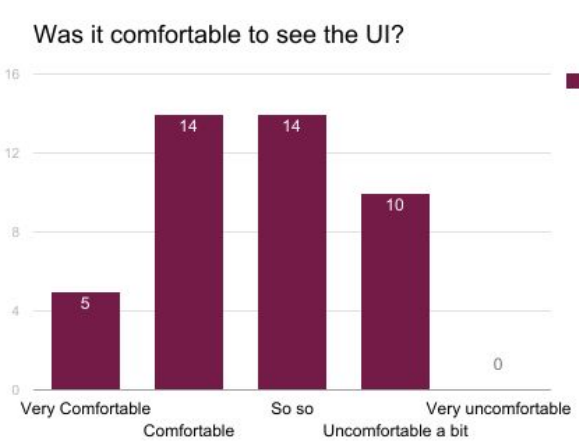

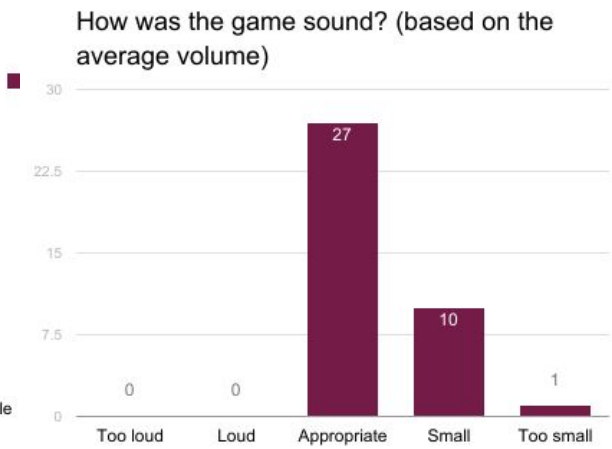

Problems We Encountered

- When the playtesters started playing the game, one thing that we immediately realized was that people really do not read the instructions. In fact, so many people did not even realized that there were key instructions even if the instructions were at the center of the game screen - which lead us to notify them that there are instructions right below their eyes. Thankfully, most of the playtesters took into controls quickly, saying that the controls are easy to accept. **However, we realized that we need more devices(for example, tutorial levels) to tell the player how the control works so that they do not get confused at the first time.**
- Second problem that we faced was a tutorial level. Instead of having a separated tutorial level, we thought it would be nice to make a shop level function as tutorial level, too. However, we quickly realized that this was not a great method because there was no enemies that player can shoot so that they can understand the attack system. **Therefore, we decided to add a dummy character for the player to shoot or more tutorial levels.**
- Third problem was difficulty. As you can see in the chart, majority of the playtesters said that the game is hard or too hard to play. We knew that this game would be a

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little hard for the players, but apparently people were thinking that the game was way more difficult than we thought. **Therefore, we decided to add more devices that lower the difficulty such as invicible time, lowered enemy healths and slowered enemy speed.**
    - **<u>Was the difficulty of the game appropriate?</u>**
    - **Hard (46%) Too hard (29%) / The others (25%)**
- Fourth problem was visibility. Although many people responded that they had no problem to identify different objects and player actions, some people responded that it was a little hard to see the enemies because of the floor color and ceiling. They also said that the player attack effect was too dark to see. **Therefore, we decided to change the floor color and player attack effect color and widen the ceiling so that the player can see the entire map more easily.**
    - **<u>Was it easy to see what player is doing?</u>**
    - **Appropriate (46%) Hard (24%) / The others (30%)**
    - **<u>Was it comfortable to see UI?</u>**
    - **So so (34%) Uncomfortable a bit (24%) / The others (42%)**

Positive Responses We Encountered

- One of the most thankful things of the playtest was that most of the people really loved to play our game. As you can see at the chart, stunningly large amount of people responded that the game was actually really fun to play and the overall systems(tile fixed move and attack, enemies...) were great. Although our game has so many flaws that we need to improve, we realized that it is really happy to listen that our game(baby) is really fun to play. **Thank you guys very much!**
    - **<u>Was the game fun?</u>**
    - **Very fun (41%) Fun (51%) / The others (8%)**
- Another positive response that we received was the action of the game. To increase the action in our game, we have added a hit stop and camera shake so far. Thankfully, people loved these features and said it would be nice to have stronger effects. **Therefore, we decided to increase the amount of effects a little bit.**

Noteworthy Feedbacks

- UI Visibility
    - *Some people had hard time knowing how much health and energy left.*
    - **We need to adjust the position of the UI, size, and display method(vertical -> horizontal).**
- Waiting Time(pause) at the Start of the Game

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    - *It was hard to recognize where player is, which lead the players die a lot initially.*
    - **Before the level starts, there should be a little break so that the player can know where are the enemies and players and plan their moves.**
- Hitbox
    - *Even though the enemy and the character are on the same line, the attack sometimes does not hit.*
    - **By playing our game more, we should adjust the hitbox of the enemies.**
- Invincible time
    - *Some people said that the game is too difficult because of the lack of invincible time.*
    - **We should add invincible time whenever the player got hit or after dash.**
- Bullet Time
    - *Few people said that it would be nice to have bullet time system.*
    - **Although we can make the bullet time system fairly easy thanks to our hit stop system, we should be more careful because it is an entirely new system for our game.**
- Roguelike
    - *Some people said it would be really nice to have some roguelike systems.*
    - **Making the map randomly can be a little hard, so we should be careful about this, too. However, we all agree to have those kinds of roguelike features.**

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