ALPHA PlayTest Report

Game Name: HiveMind Ranching
Team Name: The Swarm
Observer Name(s): Kevin Woo, Eiler Schiotz

Date: 11/10/20
Tester(s): Eric Ji, Hosei Nakajima, Rafael Soto, Suyun Ha

PREVIOUS FIXES

Overview of fixes to previous feedback based on the PreAlpha Summary

- Confusion about game objective and roles of NPCs. Directly fixed - tutorial.
- Confusion about who the player character is. Directly fixed - tutorial.
- Neutral aesthetic impressions, uncertainty of what to make of game. Directly fixed - tutorial.
- Music was too loud. Directly fixed - reduced volume.
- Overwhelmed with game dynamics. Directly fixed - tutorial.
- Difficulty developing success conducive strategies. Indirectly fixed - visible NPC aimcone.
- Difficulty anticipating human movements and making risk assessments. Indirect fixed - aimcone
- Clicking on multiple aliens causes tween glitches and extends move range. Directly fixed - code fix
- Game is not currently beatable, too difficult. Directly fixed - alien health system, variable tweeks.
- Where to start on map? Directly fixed - camera centers on alien at start of game, tutorial

SUMMARY

Overview of PlayTester(s) reactions and comments, including the aesthetics

- Testers liked the silly/lighthearted mixed with dark comedy aesthetic.
- The game triggered some nostalgia and really felt western.
- Players were confused about the mechanics and interface.
- Many of the actions the player could take didn't have clear feedback
- Players overall enjoyed the game, for both its strategic gameplay and for its aforementioned aesthetic.

Overview of Playtester scores

- Speed to feelings, average and range: avg: 5.75, range: (5-6)
- Intensity of feelings, average and range: avg: 6, range: (5-7)
- Overall game quality, average and range: avg: 5.5, range: (3-7)
- Art quality, average and range: avg: 5.75, range: (5-7)
- Design quality, average and range: avg: 5.67, range: (5-6)
- Programming quality, average and range: avg: 6.33, range: (6-7)
- Sound quality, average and range: avg: 6.5, range: (6-7)

Issues list from PlayTester(s)

- Visual feedback for clicking buttons (Interface)

  o Clicking buttons currently has no feedback

  o Direct fix: create button down sprite

- Feedback to indicate turns ending (Interface)

  o No visual indication that it's the players turn again

  o Direct fix: make a transition screen, counter

- Make eat mode more apparent (Interface)

  o Aside from the (easily missable) cursor changing, no indication that eat mode is enabled

  o Direct fix: add sfx, redesign cursor

- Tutorial was long (Dynamic)

  o There were many concepts introduced and a lot of dialogue. Strategy games are always going to be harder to learn than action games.

  o Cut down the dialogue and integrate the instructions into the dialogue to make the tutorial shorter and more engaging.

- Sometimes bugs freeze (Mechanic)

  o Rarely, many of the aliens will become unclickable. The issue seems to resolve itself after some time

  o Direct fix: code better

- Can't place aliens where flags were previously(Mechanic)

  o When the flag is removed, bugs are unable to move to vacated space

  o Direct fix: update the grid to reflect visual changes

- Dialogue button moves around, frustrating players (Interface)

    o   The dialogue continue button moves depending on whether the character icon is on the left or the right.

    o   Direct fix: give the button a static home

- Reenable mouse scrolling left and right, disable up/down in tutorial (Interface)

    o   Players complained about how mouse is disabled in tutorial

    o   Direct fix: enable mouse movement, redesign map to work with dialogue box

- Tutorial was larger than it needed to be (Dynamic)

    o   We observed confusion from the map being larger than the effective play area.

    o   Direct fix: make the tutorial map smaller

* Interface includes all instructional information.

APPENDICES: Field Notes

Alpha PlayTest Field Notes

Game Name: Hivemind Ranching
Team Name: The Swarm (15)
Observer Name(s): Eiler Schiotz, Kevin Woo

Date:11/9/2020
Name of Tester: Eric Ji

Observations

Detailed timeline of observation of Testers reactions and comments while playing game. Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

- Start:4:07
- Time 2: 4:07 cool game
- seemed a little lost at first about what to do (looked around map)?
- seemed to skip through dialogue
- lots of enemies
- Time 3:
- Time 4:
- Time 5:
- Etc.
- End:

Post-Play Verbal Feedback
Name of Inquirer, if different from observer:

What was the feeling you got from the game? Sadness, happiness, fun, etc.
nostalgia

Speed to feelings
How fast did you start having this feeling when playing the game?

1	2	3	4	5	6	7
Extremely Slow	Very Slow	Slow	So/So	Fast	Very Fast	Extremely Fast

Why?

6

How intense were the feelings

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

Why?

5

How was the game quality overall?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

6

What was the quality the art?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

7

What was the quality the design?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

unique level design, repetitive background, 5

What was the quality the programming?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

no bugs, likes to see tiles, 6

What was the quality of the sound design: music and sound effects?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

7, fits the theme

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?

eating people not immediate intuitive

Did you like or dislike the game? Why? What were the strongest and weakest aspects of the game?

really likes the game, strongest aspect is moving camera (cursors or keys) and tile selector, weakest aspect is distinctiveness of next turn (maybe incorporate visual feedback / transition screen)

Do you play games in this genre? Do you like this genre?

likes this genre

Are there any other comments about the game that you would like to provide?

great game! fun, any pattern to cowhand movement?

Alpha PlayTest Field Notes

Game Name: Hivemind Ranching
Team Name: The Swarm (15)
Observer Name(s): Eiler Schiotz, Kevin Woo

Date:11/9/2020
Name of Tester: Hosei Nakajima

Observations

Detailed timeline of observation of Testers reactions and comments while playing game.
Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

- Start:4:23
- Start + x time:, recognize game type when saw the tiles
- Time 2: 423 thinks farmers come in waves in tutorial
- Time 3: accidently move an alien on top of another
- Time 4:
- Time 5:
- Etc.
- End:

Post-Play Verbal Feedback
Name of Inquirer, if different from observer:

What was the feeling you got from the game? Sadness, happiness, fun, etc.
silly dialect

Speed to feelings
How fast did you start having this feeling when playing the game?

1	2	3	4	5	6	7
Extremely Slow	Very Slow	Slow	So/So	Fast	Very Fast	Extremely Fast

Why?

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Why?

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How was the game quality overall?

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| Extremely Low | Very Low | Low | So/So | High | Very High | Extremely High |

3

What was the quality the art?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Extremely Low | Very Low | Low | So/So | High | Very High | Extremely High |

6

What was the quality the design?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Extremely Low | Very Low | Low | So/So | High | Very High | Extremely High |

6, visual for end turn

What was the quality the programming?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Extremely Low | Very Low | Low | So/So | High | Very High | Extremely High |

7

What was the quality of the sound design: music and sound effects?

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Extremely Low | Very Low | Low | So/So | High | Very High | Extremely High |

7

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?

end turn button feedback, eat feedback

Did you like or dislike the game? Why? What were the strongest and weakest aspects of the game?

like, strong: strategy gameplay/ art, weak: difficulty in understanding the game

Do you play games in this genre? Do you like this genre?

sometimes, yes

Are there any other comments about the game that you would like to provide?

N/A

Alpha PlayTest Field Notes

Game Name: Hive Mind Ranching
Team Name: The Swarm
Observer Name(s): Eiler Schiotz, Kevin Woo

Date: 11/9/2020
Name of Tester: Rafael Soto

Observations
Detailed timeline of observation of Testers reactions and comments while playing game.
Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

- Start: 4:50
- Amusement at dialogue
- seemed a little uncertain about instructions after farmers appeared
- Difficulty taking down tutorial cowhands (cowhands couldn't do damage?)
- Time 3:
- Time 4:
- Time 5:
- Etc.
- End:

Post-Play Verbal Feedback
Name of Inquirer, if different from observer:

What was the feeling you got from the game? Sadness, happiness, fun, etc.
western,

Speed to feelings
How fast did you start having this feeling when playing the game?

1	2	3	4	5	6	7
Extremely Slow	Very Slow	Slow	So/So	Fast	Very Fast	Extremely Fast

Why?

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Why?

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7, emulates the game genre

What was the quality the art?

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What was the quality the design?

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What was the quality of the sound design: music and sound effects?

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6

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?

controls were confusing

Did you like or dislike the game? Why? What were the strongest and weakest aspects of the game?

likes it, its silly, strongest aspect is unique (other teams are not doing strategy games), confusing in the beginning (thinks he can do things but cant), eat mode is unclear

Do you play games in this genre? Do you like this genre?

yes and yes

Are there any other comments about the game that you would like to provide?

Alpha PlayTest Field Notes

Game Name:Hive Mind Ranching
Team Name: The Swarm
Observer Name(s): Eiler Schiotz, Kevin Woo

Date:11/9/20
Name of Tester: Suyun Ha

Observations
Detailed timeline of observation of Testers reactions and comments while playing game.
Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

- Start: Took a long time to load, likes the character of the dialogue
- Start + x time:
- Time 2: looked around whole map, too wide
- Time 3: mentioned that cowboy was vulgar (may want to revise the use of swearing)
- Time 4: tutorial was very long (longer than any others in class)
- Time 5:
- Time 6: cant stand where flag used to be in stage1
- Etc.
- End:

Post-Play Verbal Feedback
Name of Inquirer, if different from observer:

What was the feeling you got from the game? Sadness, happiness, fun, etc.
comedy, darkness

Speed to feelings
How fast did you start having this feeling when playing the game?

1	2	3	4	5	6	7
Extremely Slow	Very Slow	Slow	So/So	Fast	Very Fast	Extremely Fast

Why?

comedy was immediate, but darkness takes more time, 6

How intense were the feelings

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

Why?

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How was the game quality overall?

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challenging how cowhands move (no rating)

What was the quality the programming?

1	2	3	4	5	6	7
Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

dialogue arrow should not move around, want to move camera with pointer in tutorial (no rating)

What was the quality of the sound design: music and sound effects?

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Extremely Low	Very Low	Low	So/So	High	Very High	Extremely High

6

Overall Comments on Game

Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?

visual feedback for next turn

Did you like or dislike the game? Why? What were the strongest and weakest aspects of the game?

fun, dialogue is the strongest point (unique), may not appeal to all audiences (darkness is part of appeal)

Do you play games in this genre? Do you like this genre?

does not play turn based strategies, no

Are there any other comments about the game that you would like to provide?

one of better quality game in class