# Beta PlayTest Report

Game Name: Hivemind Ranching

Team Name: The Swarm

Reporter Name(s): Eiler Schiotz, Kevin Woo, Henry Arjet


Date: 11/23/2020

Tester(s): Phillip Johns, Katherine Byers, Yvonne Wang, Estaphan Malella


## PREVIOUS FIXES

Overview of fixes to previous feedback based on the Alpha Summary

- Visual feedback for clicking buttons (Interface)
  - Directly fixed by making buttons flash after being pressed
- Feedback to indicate turns ending (Interface)
  - Direct fixed by make a tween showing turn transition and added a turn counter
- Make eat mode more apparent (Interface)
  - Directly fixed by adding a sound effect and redesigned the eat-mode cursor
- Tutorial was too long and unclear (Dynamic)
  - No fix, will be fixing after Beta, will require complete overwrite
- Sometimes bugs freeze (Mechanic)
  - No fix, the error has not been observed since. It may have been a problem with the code structure of the endTurn() method that has since been changed.
- Can't place aliens where flags were previously(Mechanic)
  - Directly fixed by updating the pathfinder grid to reflect flag demolition
- Dialogue button moves around, frustrating players (Interface)
  - Directly fixed by making dialogue button static

- Reenable mouse scrolling left and right, disable up/down in tutorial (Interface)
    - Indirectly fixed by disabling all map movement in tutorial
- Tutorial was larger than it needed to be (Dynamic)
    - Directly fixed by reducing the map size to fit the screen

## SUMMARY

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

- Playtesters overall liked that our game was different from others in the class, however they had difficulty grasping the mechanics because they were expecting a platformer.
- Playertesters liked our commitment to the games setting and thought that the art, music, and dialogue integrated well.
- Playtesters had difficulty learning all the mechanics suggested in the tutorial, especially eat mode. Some did not bother to read dialogue and instructions in the tutorial because it was too long.
- Playtesters want to take less time learning to play and more time playing.

Overview of Playtester scores

- Speed to feelings — average: 5.25; range: 4–6
- Intensity of feelings — average: 5; range: 3–6
- Overall game quality — average: 5.75; range: 5–7
- Art quality — average: 6.25; range: 5.5–7
- Design quality — average: 5.875; range: 5–7
- Programming quality — average: 6.125; range: 5.5–7
- Sound quality — average: 6.25; range: 6–7

Issues list from PlayTester(s)

- Ranged attack (Mechanic)
    - Two testers expressed interest in having a ranged attack for the player's units
    - Ignore - This addition would change the game dramatically, and we are in beta.

- Tutorial unengaging (Dynamic)
    - The tutorial is too long; players get bored and skip the useful bits
    - Direct - Condense tutorial

- "Unintuitive" mechanics (Mechanic)
    - People were confused about how the game worked
    - Indirect - Condense tutorial so they'll actually read it, make the eat mode sound more pronounced.

- Inaccurate dialect in tutorial (Aesthetic)
  - Katherine Beyers focused heavily on the exaggerated Texas dialect in the tutorial, deriding it for its inaccuracy
  - Direct/Ignore - Some of the dialect will be revisited; however, some of it is exaggerated for comedic effect and should stay, and some of what Katherine called inaccurate is dialect I personally have used as a fifth generation Texan.

- Buttons are bland/not obviously buttons (Aesthetic)
  - Buttons (such as End Turn) don't have a hover state, and are sometimes confused for signs
  - Direct - Add hover state to make them unmistakably buttons

- Game objective is not obvious (Dynamic)
  - Some players can't identify the objective of the game
  - Direct - rework tutorial to clearly specify that flags should be removed from map


**APPENDICES:  Field Notes**

Game Name: Hivemind Ranching

Team Name: The Swarm

Observer Name(s): Eiler Schiotz

Date: 11/23/2020

Name of Tester: Philip Johns

## 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: Did not figure out what to click immediately

·        Start + x time:

·        Time 2: Takes a long time to read text

·        Time 3: Did not know that alien cant eat when full health

## Post-Play Verbal Feedback

## Name of Inquirer, if different from observer:

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

Its got a good humor in dialogue, general fun, like civ and starcraft

*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, got it after learning mechanics in tutorial

*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?

Humor was 7, fun 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 |   |   |   |

 7

*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 | | | |

Design is mechanics and level layout, mechanics is good, level design is good in increase in difficulty 7

*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 | | | |

Knows about the menu bug I noticed, 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 | | | |

Likes the music, can hear walking did not hear eating or whistles, 6

**Overall Comments on Game**

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

Within reason, not much, but think it would be cool to have more alien units with different abilities, tutorial needs to be easier to read

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

Likes the game, level design is well setup in terms of difficulty, weak point is that can forget about some units

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

Plays Civ and XCOM, likes them

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

# Beta PlayTest Field Notes

Game Name: Hivemind Ranching

Team Name: The Swarm

Observer Name(s): Eiler Schiotz


Date: 11/23/2020

Name of Tester: Katherine Byers


## 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: Noticed Y'ALL spelling, said that the dialect is misused, use less contractions

    You all instead of yall after well, fixins is not food

    Well ahll be damned, its psitting

    Ah reckon comes first

    Dumb as A BOX of rock, read it out loud

    Too much dialogue in tutorial

    Bless your heart is not said by men

    Doesn't want to click next turn button, looks like greyed out, hover state (make button brighter when hovering)

    Couldn't figure out eat mode,

    Sinner in church instead of whore in church

## Post-Play Verbal Feedback

## Name of Inquirer, if different from observer:

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

 Dialect makes her feel at home (native texan), felt dialogue was misinformed

*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, immediately noticed dialect, but needs to be right dialect

*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?

3, not proper dialect

*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 | | | |

 5, tutorial was really lengthy, disperse instructions through dialogue, reduce walls of text, southern dialect can come across as stereotyping someone as stupid, its fine as long as everyone in games speaks that way

*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 | | | |

6.5

*What was the quality of the design?*

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 5 | 6 | 7 | |

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

Design is overall mechanics and level design, 5 because tutorial is bad

*What was the quality of the programming?*

| 1 | 2 | 3 | 4 |
|---|---|---|---|
| 5 | 6 | 7 | |

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

6, aliens turn was shown after she died and though that game was broken

*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 | | | |

6, didn't actually hear a lot of it

**Overall Comments on Game**

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

Not anything more, would like a ranged attacked for the alien, maybe make it emergent of having aliens positioned in a certain way

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

Likes the game, strength is commitment to setting and dialect, game takes too long to play, tutorial took too long

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

Not in this type of tbs, but does jrpg, does like them

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

No more

# Beta PlayTest Field Notes

Game Name: Hivemind Ranching

Team Name: The Swarm

Observer Name(s): Eiler Schiotz


Date: 11/23/2020

Name of Tester: Yvonne Wang


## 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: Playtester's share screen did not work for the extent of the test, but still answered questions nonetheless

·        Start + x time:

·        Time 2: Does not understand tutorial, skipped all the reading though

·        Time 3: Doesn't know eat mode
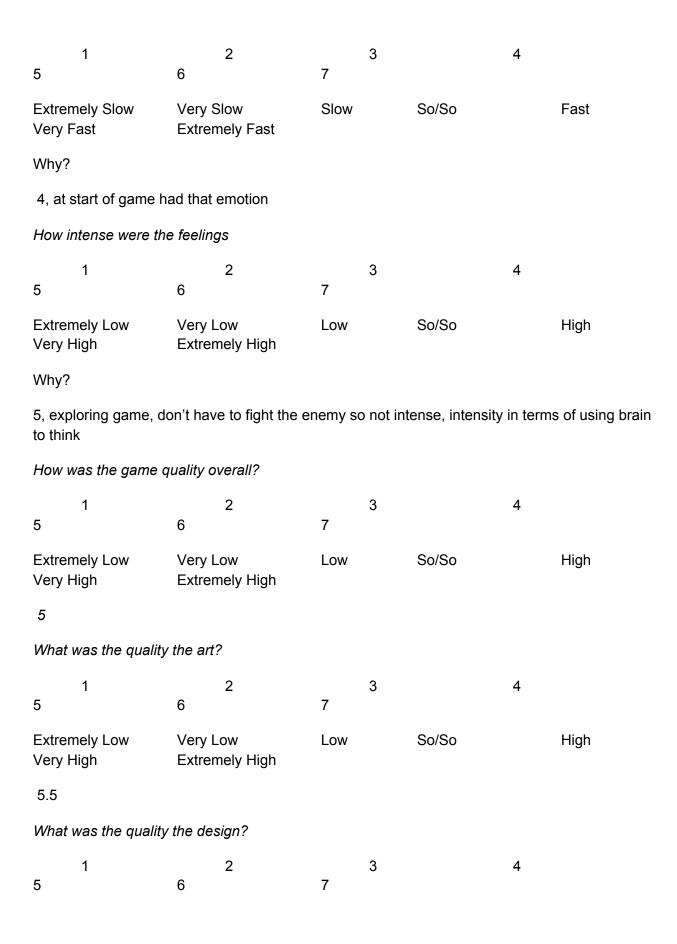

## Post-Play Verbal Feedback

**Name of Inquirer, if different from observer:**


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

 Excited, exploring game, have to use brain to strategize

*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?

4, at start of game had that emotion

*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, exploring game, don't have to fight the enemy so not intense, intensity in terms of using brain to think

*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 | | | |

*5*

*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 | | | |

5.5

*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 | | | |

 Design is the whole game and logic of the mechanics, 5.5

*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 | | | |

 5.5, no bugs

*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 | | | |

 6, not very fast game so music fits

**Overall Comments on Game**

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

 Wants clearer instructions to achieve game of the game

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

 Likes the game, likes the plot and high concept, mechanics are weak because unintuitive

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

 Does not play this genre before, unclear on instructions

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

 Mechanics should be made more intuitive and likes the setting and story

**Beta PlayTest Field Notes**

Game Name: Hivemind Ranching

Team Name: The Swarm

Observer Name(s): Eiler Schiotz


Date: 11/23/2020

Name of Tester: Estaphan Malella


**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:

·     Start + x time:

·     Time 2: Didn't know right away that he was the aliens.

·     Time 3: Said that dialogue may be hard to read if unfamiliar with texas dialect

·     Time 4: Text was not fully within ithc screen size

·     Time 5: Though farmers were cowhands, did not get eat mode during tutorial

WHEN SWITCHED TO STAGE1, TUTORIAL MAP APPEARED

·     Still had not distinguished eat mode from attack mode during Stage1

·     Still did not know that had to be right next to prey to do anything once in Stage1


**Post-Play Verbal Feedback**

**Name of Inquirer, if different from observer:**

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

 Intrigued, powerful, speech was a turnoff because of reading, more engaging once farmer showed up

*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?

5, not immediate but built up over times

*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?

6, like conflict between aliens and farmers

*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 | | | |

 Tutorial was loaded twice, text was off screen. Otherwise no gameplay bugs. 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, loves it

*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

*What was the quality the programming?*

| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | |

| Extremely Low | Very Low | Low | So/So | High |
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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, not able to notice sounds of train whistle

**Overall Comments on Game**

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

 Feels like screen was centering too much on aliens, map cursor movement too sensitive

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

 Likes the game, likes the high concept and story. Likes being an alien more than being a cowboy. No weak points really, but took a little long to get a hang of.

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

Has played turn based games like paper mario, likes the genre but is not super familiar with our genre

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

Kind of skimmed through block of text in tutorial, missed instructions. Tutorial or start game instead of no tutorial. Said that he was hooked on the game. Thnks that has to kill all cowboys and destroy the flags. Would like to shoot the cowhands from afar for spawn attacks, maybe include as an upgrade mechanic?