

# PlayTest Report: PreAlpha

Game Name: Hive Mind Ranching

Team Name: 15

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

Date: 10/19/20

Tester(s):

Calvin Briscoe, Grant Qian, Leslie Tang, Albert Liang

## SUMMARY OF FIRST PLAYABLE AND FIXES

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

- Confusion about game objective and roles of NPCs
- Confusion about who the player character is
- Neutral aesthetic impressions, uncertainty of what to make of game
- Music was too loud
- Overwhelmed with game dynamics
- Difficulty developing success conducive strategies
- Difficulty anticipating human movements and making risk assessments
- Clicking on multiple aliens causes tween glitches and extends move range
- Game is not currently beatable, too difficult
- Where to start on map?

Overview of all the Playtester scores

- Aesthetic onset time, avg: 4.87, range: (2 - 7)
- Aesthetic intensity, avg: 4.75, range: (4 - 6)
- Game quality, avg: 5.347, range: (5 - 6)

Issues list from PlayTester(s)

- Playable Character Unknown (Aesthetic)
  - Player character doesn't stand out as player controllable unit
  - Direct Fix: Make a tutorial showing the controllable unit
- NPC Occupation Unknown (Aesthetic)

- What the enemy does is unknown
  - Direct Fix: Tutorial showing off what each unit does, unionize colors
- NPC Attack Range Unknown (Mechanic)
  - Where they shoot is unknown
  - Direct Fix: Implement “show range”
- NPC Animation Turn (Aesthetic)
  - Lack presence when the cowhands turn
  - Direct Fix: Make turning animation
- Lots of Harmful Enemies (Mechanic)
  - Lots of enemies on screen
  - Direct Fix: Reduce enemy amount
- Music Too Loud (Aesthetic)
  - Music is too loud
  - Direct Fix: Reduce volume
- Moving Alien Stops when Moving Newly Selected Alien
  - When a prior alien is moving and another selected alien is moved, prior alien stops at the end of its movement and selected alien can’t move unless reselected
  - Direct Fix: Better check for movement before allowing selection
- Another Alien Selected With One Already Selected Causes More Movement Tiles to Spawn
  - When another alien is selected after selecting an alien, more movement tiles appear, allowing for the previously selected to move to new squares. Also, overlapping movement tiles become opaque.
  - Direct Fix: Clear tiles at selection

\* Interface includes all instructional information.

## APPENDICES: Field Notes

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# PlayTest Field Notes: PreAlpha

Game Name: Hive Mind Ranching

Team Name: 15

Project Milestone: PreAlpha

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

Date: 10/19/20

Name of Tester: Albert Liang

## 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.

## Post-Play Verbal Feedback

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

Provide detailed feedback of PlayTesters after playing game using the questions below.

### Speed to Fun Questions

*Were you able to learn how to play the game quickly?*

Had it explained to him, understood it as it was explained, intuition from genre

*Was there anything you found frustrating?*

Confirm button, don't want to commit

*Was the objective clear at all times? Describe the objective of the game.*

It was clear, intuition from genre, Name of game implies strategy for game

## **Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

Yes

*How did the controls feel? Did they make sense?*

Good, alien glitch cant stop moving

*Could you find the information you needed on the interface?*

Cowboy attack range, hp for aliens

## **Questions about Dynamics**

*What do you feel about the gameplay?*

Good

*What types of choices or tactics and strategies did you make during the game?*

Don't get too close to cowhands

## **Questions about Aesthetics**

*What was the feeling you got from the game? Sadness, happiness, fun, etc. [Hopefully, the aimed aesthetic]*

Likes the art and music (too loud), neutral (strategy = logical), disappointment when alien dies, lucky when survives

*When did you begin to feel or experience [above]?*

Progression and multiple encounters with enemies helped build that feeling

*Speed to feelings*

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

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

Why?

3, slow

*How intense were the feelings*

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

Why?

4, so-so

*Did anything feel, look, or sound clunky, awkward, or confusing?*

Glitch is weird, would like to see which cowboys are in move range

## Overall Comments on Game

*Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing that you have not mentioned already?*

Would like to be able to anticipate the cowboys moves

*How was the game quality overall, given this milestone (prealpha)?*

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

5.5, needs some more polish, tutorial is needed for those unfamiliar with genre

*Overall, did you like or dislike what you played? Why?*

Liked it overall

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

Has played fire emblem, experienced with the genre

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

Tiles opacity darkens if you progressively click on it, not winnable right now, would like to have that incentive, maybe start with more aliens

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# PlayTest Field Notes: PreAlpha

Game Name: Hive Mind Ranching

Team Name: 15

Project Milestone:

Observer Name(s): Kevin Woo, Eiler Schlotz

Date: 10/19/20

Name of Tester: Leslie Tang

## 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.

0:00 Game started at rightmost edge, mouse scrolled

## Post-Play Verbal Feedback

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

Provide detailed feedback of PlayTesters after playing game using the questions below.

### Speed to Fun Questions

*Were you able to learn how to play the game quickly?*

Overwhelmed, too many kinds of characters at first

*Was there anything you found frustrating?*

Not knowing which humans to kill, tutorial needed to ease in

*Was the objective clear at all times? Describe the objective of the game.*

Knew, but did not get that far, more identifying

### Questions about Mechanics and Interface

*Were the mechanics easy to understand and perform?*

yes

*How did the controls feel? Did they make sense?*

Smooth, visual cue of which humans to attack (squares on available targets)

*Could you find the information you needed on the interface?*

See cowhand attack range

### Questions about Dynamics

*What do you feel about the gameplay?*

Uncertain, overwhelming

*What types of choices or tactics and strategies did you make during the game?*

Attack the easy ones first, kill dangerous ones later

### Questions about Aesthetics

*What was the feeling you got from the game? Sadness, happiness, fun, etc. [Hopefully, the aimed aesthetic]*

Neutral, busy, hard on the eye

*When did you begin to feel or experience [above]?*

Beginning

### 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?

7

*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

*Did anything feel, look, or sound clunky, awkward, or confusing?*

no

### **Overall Comments on Game**

*Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing that you have not mentioned already?*

Quieter music

*How was the game quality overall, given this milestone (prealpha)?*

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

5

*Overall, did you like or dislike what you played? Why?*

Busy

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

Yes, fire emblem, likes

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

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## PlayTest Field Notes: PreAlpha

Game Name: HiveMind Ranching

Team Name: 15

Project Milestone: PreAlpha

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

Date: 10/19/20

Name of Tester: Grant Qian

### 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.

Having difficulty moving between cowboy range of fire

How far can cowboys shoot

### Post-Play Verbal Feedback

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

Provide detailed feedback of PlayTesters after playing game using the questions below.

#### Speed to Fun Questions

*Were you able to learn how to play the game quickly?*

Tutorial would be helpful, figured out on first try on own

*Was there anything you found frustrating?*

Not knowing which directions

*Was the objective clear at all times? Describe the objective of the game.*

Clear

### **Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

Yes

*How did the controls feel? Did they make sense?*

Good, Scrolling with mouse unresponsive

*Could you find the information you needed on the interface?*

Yes

### **Questions about Dynamics**

*What do you feel about the gameplay?*

Good, it's fine

*What types of choices or tactics and strategies did you make during the game?*

Need to target cowhands first

### **Questions about Aesthetics**

*What was the feeling you got from the game? Sadness, happiness, fun, etc. [Hopefully, the aimed aesthetic]*

Neutral, not as adventurous as expected, too loud music

*When did you begin to feel or experience [above]?*

From the beginning

*Speed to feelings*

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

1  
7

2

3

4

5

6

Extremely Slow    Very Slow    Slow    So/So    Fast    Very Fast  
Extremely Fast

Why?

From beginning

*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?

4, felt something

*Did anything feel, look, or sound clunky, awkward, or confusing?*

Nothing in particular

Not clear about the purpose of cowhand animations

Lack of cowhand animation (rotation).

### **Overall Comments on Game**

*Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing that you have not mentioned already?*

Number of aliens available to move out of total aliens in swarm

*How was the game quality overall, given this milestone (prealpha)?*

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

6

*Overall, did you like or dislike what you played? Why?*

Liked

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

Advance wars?, yes

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

Thought cowboys were turning towards him.

Tutorial/demo needed

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## **PlayTest Field Notes: PreAlpha**

Game Name: HiveMind Ranching

Team Name: 15

Project Milestone: PreAlpha

Observer Name(s): Eiler Schiotz, Kevin Woo, Henry Artjet

Date: 10/19/20

Name of Tester: Calvin Bricoe

### **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.

Did not understand rules, lost first round, difficulty anticipating enemy actions

Move bug problem where they don't stop, lots of difficulty winning

### **Post-Play Verbal Feedback**

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

Provide detailed feedback of PlayTesters after playing game using the questions below.

### **Speed to Fun Questions**

*Were you able to learn how to play the game quickly?*

*Briscoe: 2 minutes*

*Was there anything you found frustrating?*

Frustrating, too many gunners in one area

*Was the objective clear at all times? Describe the objective of the game.*

Objective not clear

### **Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

*Briscoe: yes*

*How did the controls feel? Did they make sense?*

*Briscoe: alright, arrow keys*

*Could you find the information you needed on the interface?*

Briscoe: End turn good

### **Questions about Dynamics**

*What do you feel about the gameplay?*

frustrating

*What types of choices or tactics and strategies did you make during the game?*

Careful when approaching cowboys

### **Questions about Aesthetics**

*What was the feeling you got from the game? Sadness, happiness, fun, etc. [Hopefully, the aimed aesthetic]*

Briscoe: thoughtful, intense

*When did you begin to feel or experience [above]?*

Brsicoe: middle of 2nd playthrough

Speed to feelings

*How fast did you start having this feeling when playing the game?*

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

Why?

Briscoe: Slow, Understanding of controls

*How intense were the feelings*

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

Why?

Briscoe: High

*Did anything feel, look, or sound clunky, awkward, or confusing?*

Briscoe: Controls

Camera not centered, hard to know which characters he is

## Overall Comments on Game

*Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing that you have not mentioned already?*

*How was the game quality overall, given this milestone (prealpha)?*

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

*Briscoe: High*

*Overall, did you like or dislike what you played? Why?*



*Briscoe: Liked, fun*

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

*Briscoe: Yes, like*

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

Briscoe: Instant Unit Movement