ICS 161: Game 2 Playability Testing Summary

**Testers:**

Jack Murray (ID# 91682464)

Dennis Quach (ID# 37863358)

**Script**

For our game development class, we were assigned a playtesting assignment. We were given a prototype game and asked to find people to try and play them. The goal of the assignment is to find the pro and cons of the assignment. Please help us by telling us which parts of the game you find particularly bad, frustrating, or simply not fun. Any positive feedback is also welcome. The best way to provide this feedback is by just playing the game and trying to be as vocal as possible with your thoughts at any instance.

**Game**

**Description:** This game is a 3rd person survival game where the player must defeat waves of zombies. After each wave the player is given an option to upgrade health or damage done and must face a more difficult wave. Once the player gets past all 10 waves they receive the victory screen. Some in game features include reloading and health packs. The player does damage to the zombie by using shooting with their gun and the zombies track the player to do melee attacks. The setting is a foggy forest with obstacles such as trees and hills to immerse the player more.

**Goal:** The Goal of the game is to defeat all 10 waves of zombies. Once the player does they receive a victory screen to show that he or she has beaten the game. However, if the player dies he or she is shown a death screen and must restart from level one.

**Feel:** We hope that players get a sense of pressure as zombies creep up on the player and waves become more difficult. As well we want the player to feel rewarded when they improvise and strategize by using their resources efficiently.

**User Profile Summary**

1. Kevin Duran, Male, 20 years old, 21 hrs/week, usually plays on PC & Switch
2. Kenny Cho, Male, 20 years old, 10hrs/week, PC
3. Wendy Lee, Female, 21 years old, <1 hr/week, usually plays on PC & mobile phone
4. Julie Phan, Female, 21 years old, 2 hrs/week, PC
5. Jennifer Lara, Female, 21 years old, 3 hrs/week, PC, Xbox, Wii, phone

These users were chosen because we wanted our game to be playable both by experienced gamers as well as new gamers. By testing these groups, we found that this game is better targeted towards just experienced gamers because inexperienced gamers tended to have trouble with the controls. However, their input helped us to refine the controls for a smoother experience.

**Playtest**

**What we hope to learn:** We hope that having playtester with an objective mindset on the game will allow us to see the game from a new perspective. Because of this, we will gain insight on some components or issues in the game that we did not notice or emphasis enough. As a result, we will be able to fix or focus on new areas of the game we otherwise would not of.

The following were is a summary of the questions asked in our playtest:

1. Name
2. How much do you play games?
3. What skill level for a gamer would you consider yourself?
4. Age
5. Gender
6. Console you typically play?
7. Rate enjoyment
8. What emotions did you feel playing?
9. Did you have issues with the controls?
10. Were you frustrated or confused with game mechanics/controls at anytime?
11. Did you ever feel like your shooting was inaccurate?
12. Did you ever have trouble locating health packs that were already spawned?
13. Did you ever have a hard time knowing you got hit (i.e. received damage) at any point?
14. Is there anything else you would like to mention in regards to the game?

Keeping these in mind, we hope do learn more about how some of the game mechanics such as taking damage, health packs, and shooting along with feedback their feedback appear to players that have never interacted with them before.

**Hypothesis**

1. Game will be too repetitive and redundant at the beginning since spawn rates, zombie speed may be too low.

This was true. Playtesters reported the game was too redundant. As a result we

varited the enemies and shorted the wave count.

1. Point and click for shooting will lead some players having accuracy issues.

This was true. Some playtesters stated the character rotated too quickly when the

mouse would move.

1. Health packs will be too dark and as a result some players may not be able to see them properly.

This was partially true. Some players reported this as an issue while other said

they had no problem finding health packs.

**Result**

**Survey results:**

1. How much do you play games:

Only play with friends (x3), play often

2. How many hours do you spend playing games in a week?

<1, 21, 2, 3, 10

3. On a scale of 1-10, what is your skill level? 2, 7, 3, 6,4

These results show us we have a diverse group of gamers which gives us a good group

4. Consoles played on:

Most answers were PC and mobile, Nintendo Switch, Xbox, Wii

5. Rate from 1-10 how much enjoyment you got from playing: 3, 5, 7, 7, 4

A lot did not get that much enjoyment which they said was due to the game being

tedious.

6. Emotions felt while playing: Stress, Tense, Confused?

Many players said they felt stressed while the zombies closed in (something we aimed for), however we received some people feeling confused which needed to be addressed.

7. Did you understand the controls of the game?

Many of the play testers that did not play games as often typically were more likely to have trouble with the controls. However, all said there was issues with the mouse sensitivity.

8. Did you ever not feel in total control of your character during the game?

Players said they had issues with the camera sensitivity. Other than that they said everything was fine.

9. At any point during the playthrough, did you feel frustrated or that the game was unfair?

One play tester said they were frustrated with the reloading mechanic. One even mentioned that the game was TOO fair being too easy. Later playtester said they were dying too quickly from zombies.

10. At any point did you feel confused or that something in the game didn’t seem right?

Some were confused when the game will end, what their remaining health was, and how ammo with reloading worked.

11. Did you ever feel unsure you were hitting zombies?

One playtester said she did because she was had trouble understanding how reloading works. Other said the noise from the zombie taking damage was sufficient feedback to let them know.

12. Did you ever have trouble locating health packs that were already spawned?

One playtester said yes because she didn’t noticed them until later waves.

13. Did you ever have a hard time knowing you got hit?

Playtester said that the playable character making hurt noises was a good signifier that

they took damage.

14 Additional comments:

Implement wave count, and randomized some features on the zombies.

**Conclusion:** As a result of the survey’s here is a quick list of some changes we implemented:

* Made bullet and health section of UI more visible
* Made health bar a contrasting color to better visualize health the player has remaining
* Displayed waves left since playtester asked often when will it finish
* Made the upgrade menu more descriptive
* Made zombies do more damage since players took damage all day with no repercussion
* Made camera movement less sensitive

We were fortunate enough to have playtester be vocal about their issues which allowed us to implement these changes. Ultimately, the playtesters were able to assist in helping us create a less confusing, more immersive game.