



# AstroFrog

EDG-220-06 | Team 1 | Project 3 | Sprint 4 | Willow O'Hara



## Testing Report

Testing Date: 4/12/2023

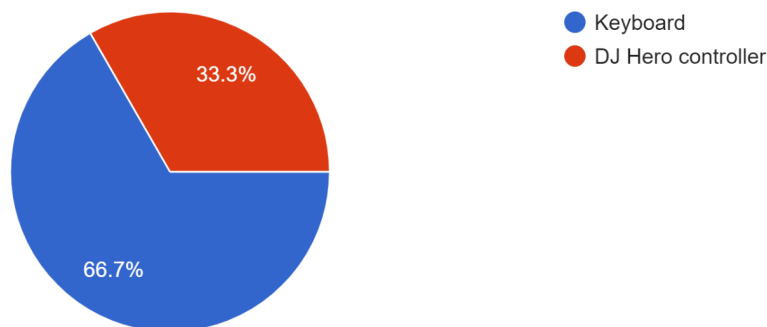
## Testing Goals:

For our first round of testing, we had two primary goals. The first goal was to find out how players felt controlling AstroFrog, so we could fine-tune the movement mechanics. The second goal was to see how players react to using the DJ Hero controller, to ensure using the controller felt natural. We also included some questions to give us feedback about the level design of our current level, which could help inform us about both how to redesign that level and guide our design choices when making future levels. In this session, Willow and James were our testing liaisons, and feedback was obtained from 21 testers.

## Demographic Questions:

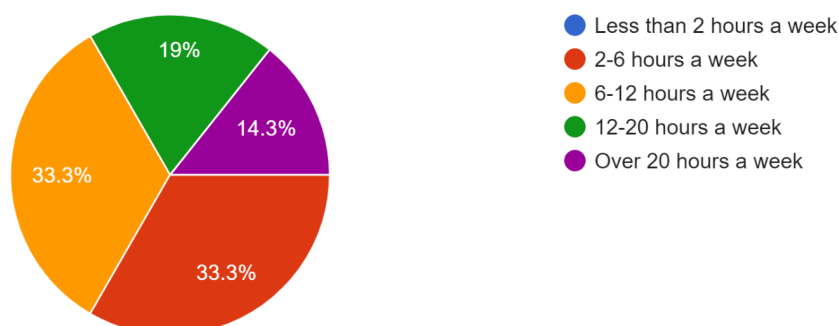
What control scheme did you use to play the game?

21 responses



How often do you play video games?

21 responses



## Demographic Conclusions:

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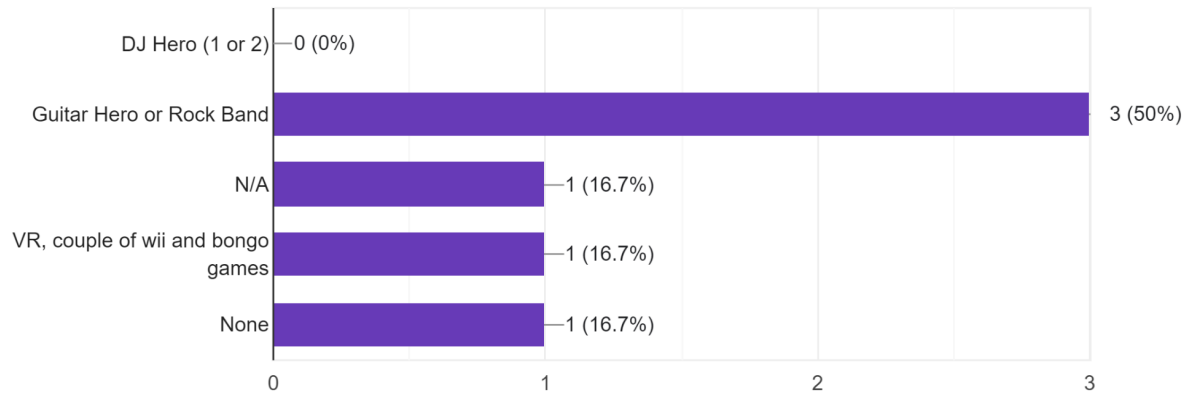
Due to our limited resources, only 7 out of our 21 testers were able to play the game using the DJ Hero controller. While testers who played the game with a keyboard were still able to offer us some useful feedback, the feedback from people using the DJ Hero controller (henceforth referred to as “controller testers”) is more useful to us in most cases, especially when it comes to how controlling AstroFrog felt. Our question about how often people play games had results in many different time blocks, but over 66% of our respondents reported playing less than 1-2 hours a day on average, showing that our testing demographic consisted mostly of less “hardcore” gamers.

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# DJ Hero Controller Questions:

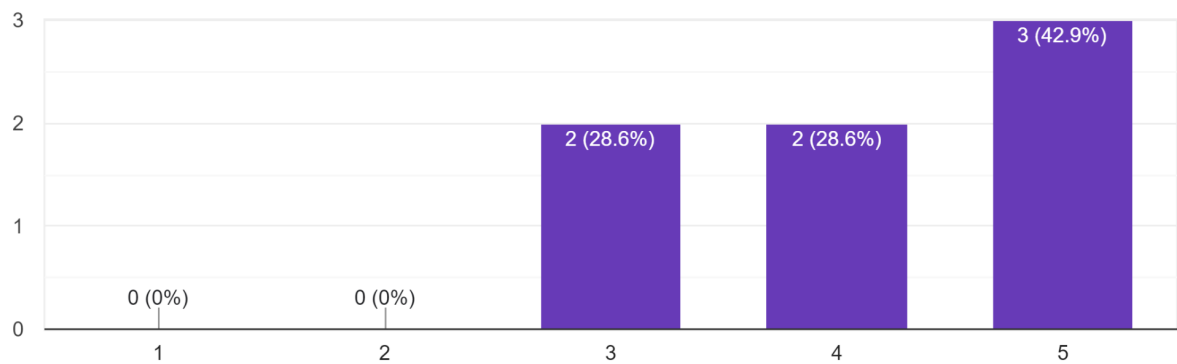
What games have you played that require a special peripheral?

6 responses



How natural did the game feel to control?

7 responses



## DJ Hero Controller Conclusions:

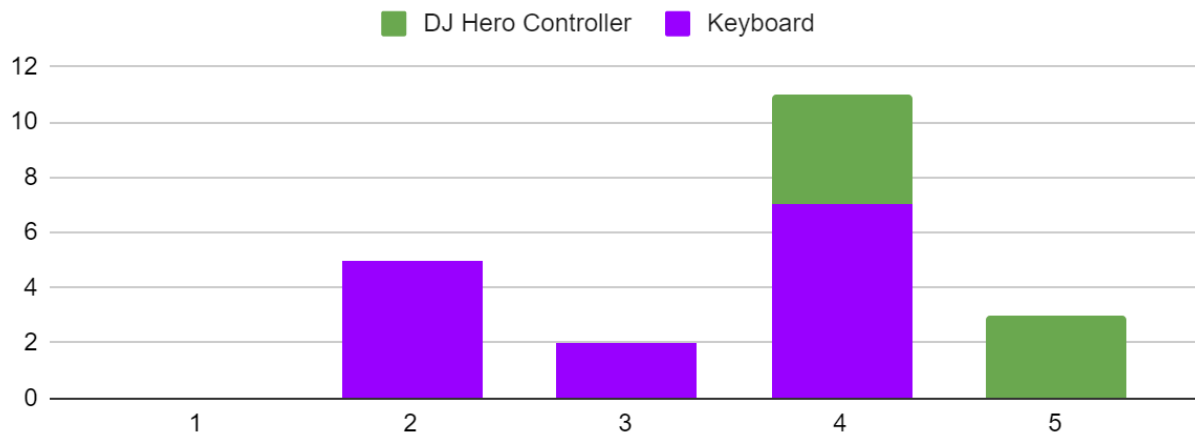
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The feedback from our controller testers has been encouraging so far. Despite only around half of our respondents having experience with any sort of unusual peripheral, and none of them having experience playing games using the DJ Hero controller itself, all our controller testers rated the naturalness of controlling the game at a 3 or above, with a mean rating of slightly above 4.1.

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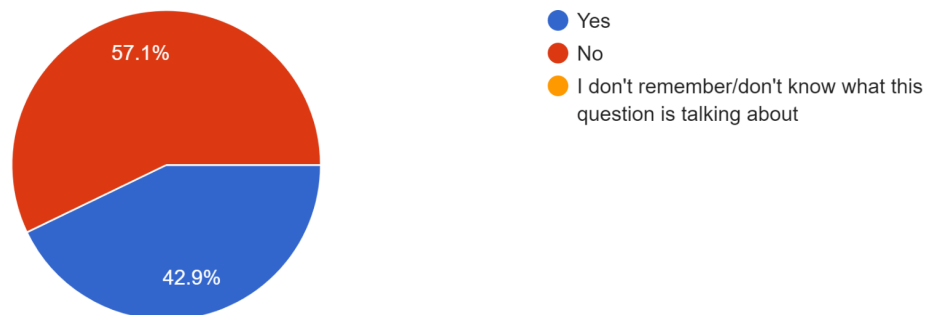
# Quantitative Gameplay Questions:

How much did you enjoy controlling AstroFrog?



Did you collect all the flies?

21 responses



## Gameplay Conclusions:

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While the keyboard testers only somewhat enjoyed controlling AstroFrog, with a mean rating of slightly above 3.1, controller testers were much more positive, with an average rating of over 4.4. Controller testers were also the only players who rated their enjoyment at a 5, further showing that our game has been well-tuned for the DJ Hero controller. Specifically, when asked further qualitative questions, controller testers mentioned that they liked the fine control offered by rotating the table, while some controller testers struggled to adjust to the rougher keyboard controls. When it comes to the design of the map, the opinions were less favorable. 8 of the respondents reported getting lost or otherwise having trouble navigating the map, and more than half of our respondents failed to collect all the flies. Out of the 12 testers who reported not collecting every fly in the level, 5 of them specifically mentioned collecting some of the flies and then not feeling motivated to backtrack and collect the rest. To respond to this feedback, it would be best for us to rework the level to add more interesting mechanics & landmarks in order to make navigation easier.

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## Sources:

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Frog Icon: <https://www.flaticon.com/free-icons/frog> title="frog icons">Frog icons created by Freepik - Flaticon

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