

ASTRO FROG

Testing Report

EDG-220-06 | Team 1 | Project 3 | Sprint 5 | Willow O'Hara
Testing Date: 4/22/2023

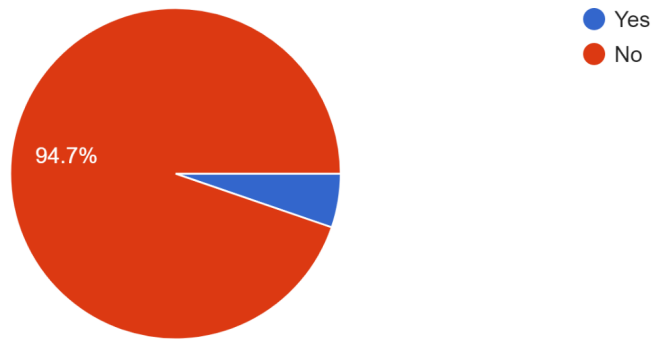
Testing Goals:

For this round of testing, our main goal was to see whether our reactions to our first round of testing helped improve the issues that were reported on, primarily when it comes to how it feels to control AstroFrog and the design of the first level. We also asked players for their opinions on some quality-of-life features we have been considering, namely a minimap and a reticle to help the player aim their tongue. We also wanted to ask questions about the art of the game, but due to some issues with the branches in the repository, we had to test an earlier version of the game that lacked most art assets.

Demographic Questions:

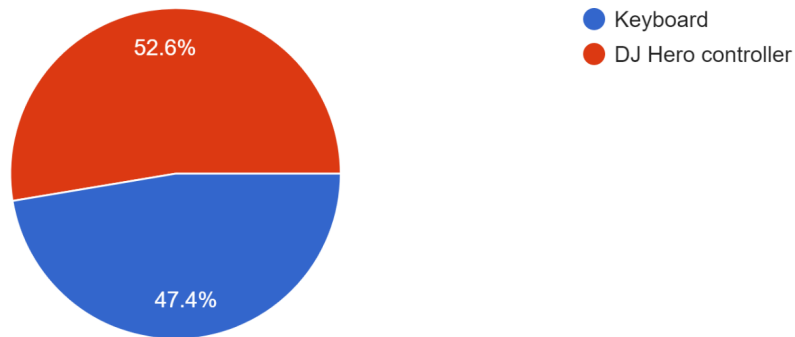
Have you tested AstroFrog before?

19 responses



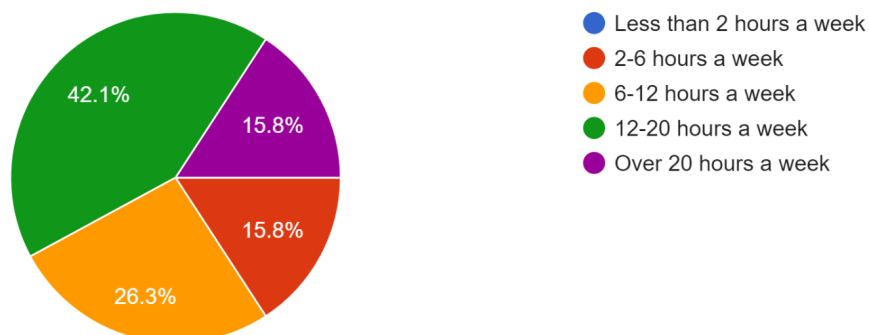
What control scheme did you use to play the game?

19 responses



How often do you play video games?

19 responses

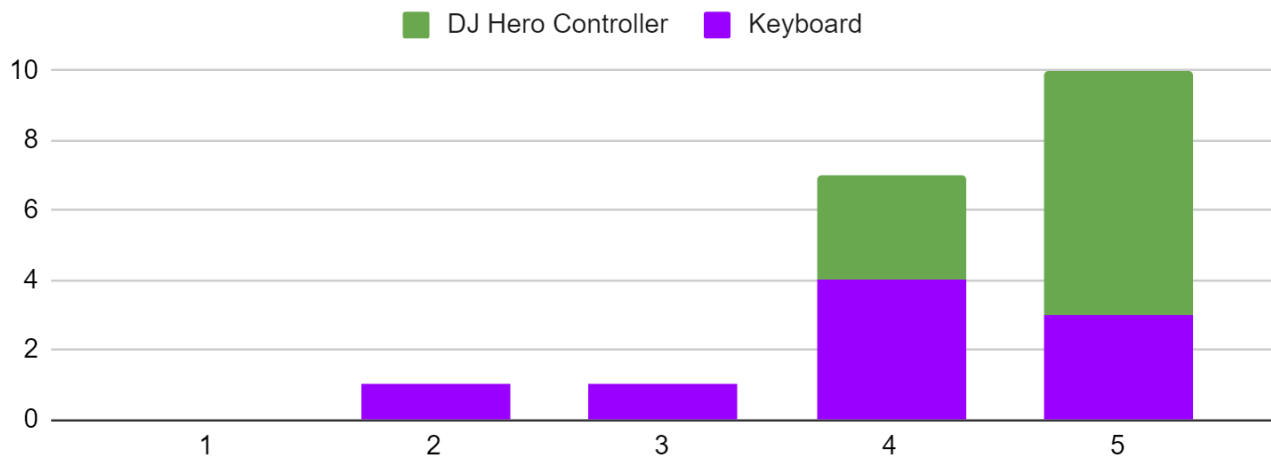


Demographic Conclusions:

During this session, 10 of our 19 testers were able to test 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. Like last time, our spread of gameplay habits was fairly diverse, but this time the number of testers was slightly skewed in favor of those who played over 12 hours a week, meaning the responses are more likely to be from people who spend more time playing games.

Gameplay Questions:

How much did you enjoy controlling AstroFrog?



Why did you say that?

(Responses from controller testers have a green background.)

2

it was too fast moving and rotation was too fast. overall everything could be slowed down

3

It definitely felt a bit tricky to get a string of momentum going, but I always enjoy grapple hook mechanics, and getting a good slingshot maneuver in this game felt just as good as other games that do it well.

4

there was some clunkiness in certain areas that made it less fun because of the limits to the tongue length and the size of areas, but that's about it

Sometimes precise close-range movement was frustrating, but swinging large distances was easy and simple

Tongue controls felt very good overall and it was easy to maneuver without getting stuck. I think the player should have more control over their rotation speed as I felt that the frog rotated way to fast on keyboard to make more precise movements

5

The DJ Hero controller was very fun to spin around, and the player character swung around a lot when I spin it which is very satisfying

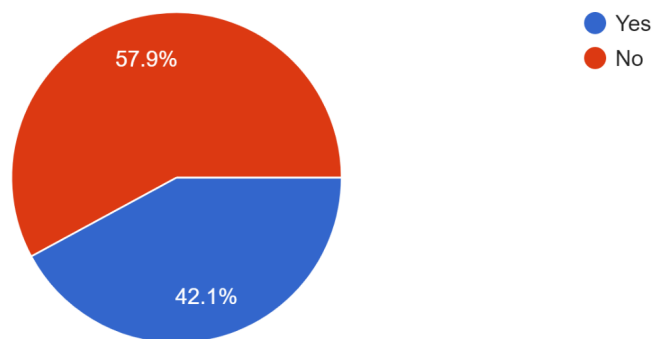
the movement felt really smooth, the tongue grappling was super snappy and felt great to grab flies, and the dj controller was so fun

The controller felt very integral to the gameplay, rather than just a replacement for normal controls

The movement was fun.	It is really satisfying to spin the frog around
	its was a fun revelal of rotet and thrust movement systems
	I love frogs, I love grappling hooks, i love space, this is epic
	The frog feels a lot better to control than last time i played, now that he bounces off walls rather than losing his momentum takes away a lot of frustration
	The controls felt very funa dn easy to use.

Did you collect all the flies?

19 responses



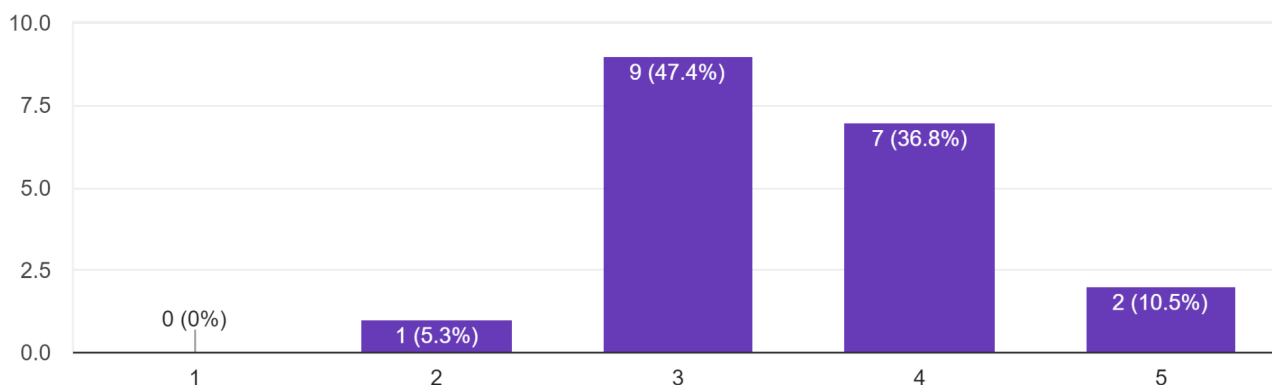
Gameplay Conclusions:

Our changes to the movement mechanics have significantly improved the gameplay experience of our testers. When asked how much they liked controlling AstroFrog on a scale of 1-5, our mean score from keyboard testers was a 4.0, a noticeable improvement over last session's 3.1, and this session was the first where we received 5/5 ratings from keyboard testers. Controller testers also enjoyed controlling AstroFrog more this session, with a mean rating of 4.7, up from last session's 4.4. The quantitative feedback received shows that players still have fun playing with the DJ Hero controller, but on top of that, keyboard testers seemed to have more fun with the grappling as well.

Level Questions:

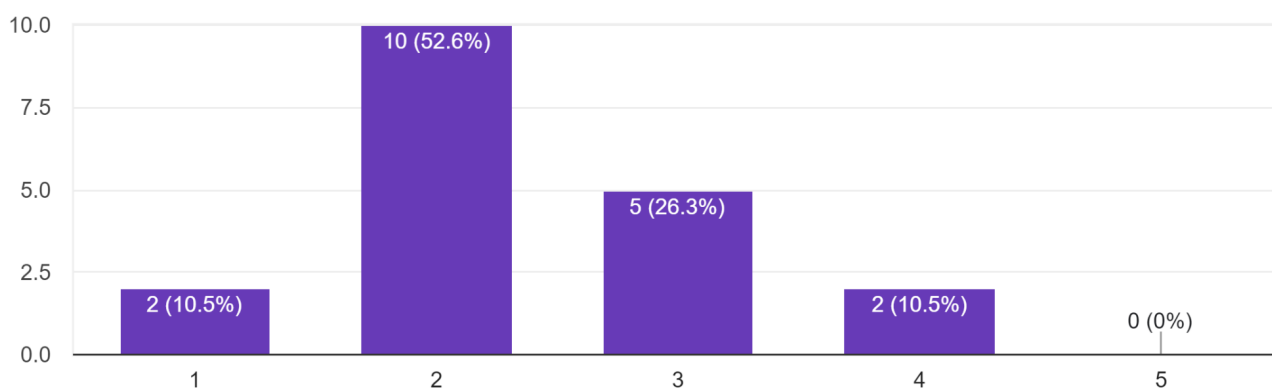
If there were more levels in this game, how long would you like them to be?

19 responses



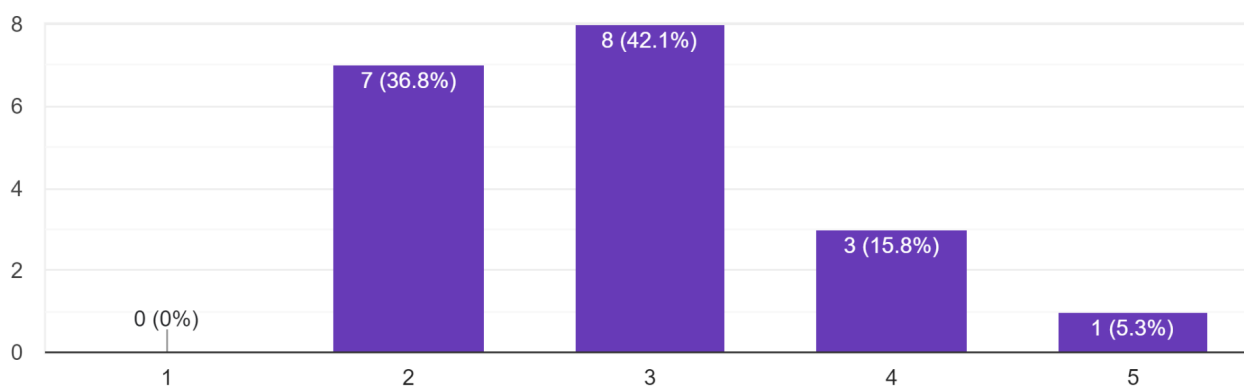
How easy was the level to navigate?

19 responses



AstroFrog takes place on the ship of the space bounty hunter AstroFrog as it drifts through space. How well did the art reflect this premise?

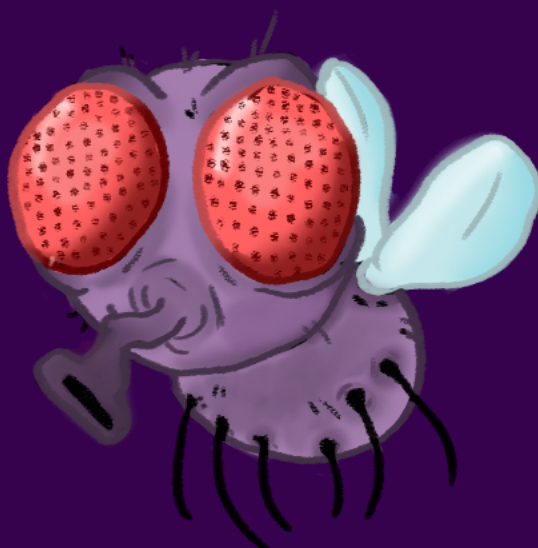
19 responses



Level Conclusions:

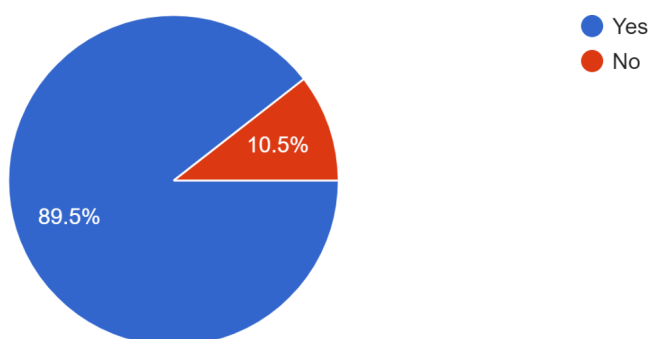
After our previous testing session, we made some adjustments to our level design to acknowledge the feedback that our previous level was too hard for players to navigate. This feedback shows some improvement in that regard, with our mean rating for difficulty of navigation getting a mean rating of 2.4 (with a 1 being “effortless to navigate” and a 5 being “too hard to navigate”). While our previous session had players expressing frustration at the level being too long, our results from this session show we may have overcorrected, with only 1 of our 19 testers wanting a shorter level, and nearly 50% of them wanting future levels to be longer than the one they tested. Ideally, a majority of our testers would answer that the level length was just right, with similar numbers of testers requesting levels to be longer or shorter. While we included a question in the survey asking about the effectiveness of the art assets, some issues in the builds required us to test an earlier version of the game in which most art assets were left unimplemented, rendering the question of art largely unhelpful.

Enemy Questions:



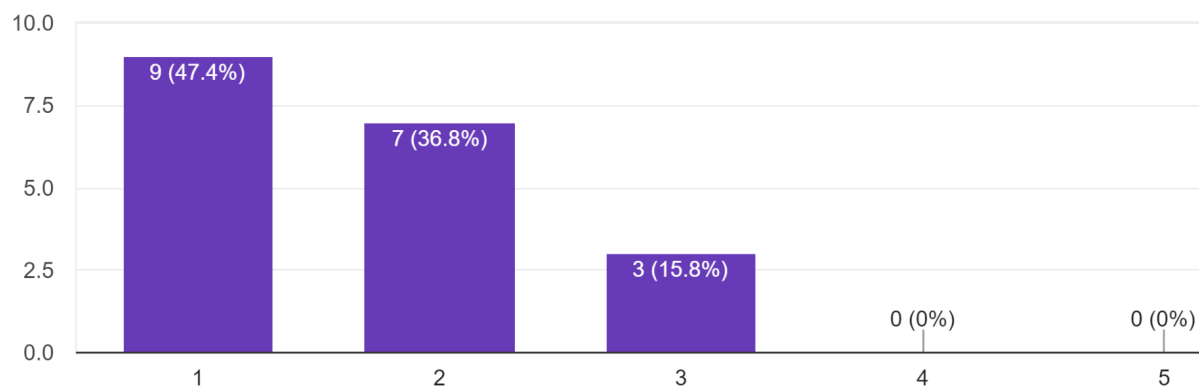
This is our planned art for the basic fly. Does this art reflect how you saw it function in-game?

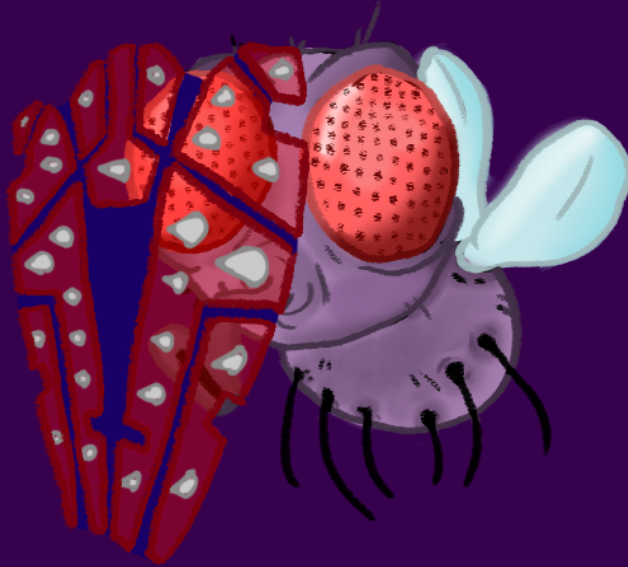
19 responses



Ingame, how difficult was this fly to deal with?

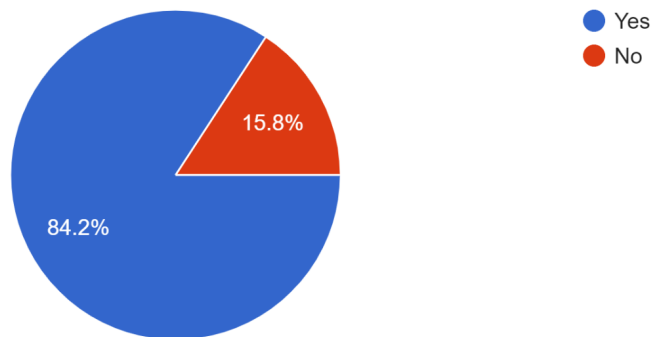
19 responses





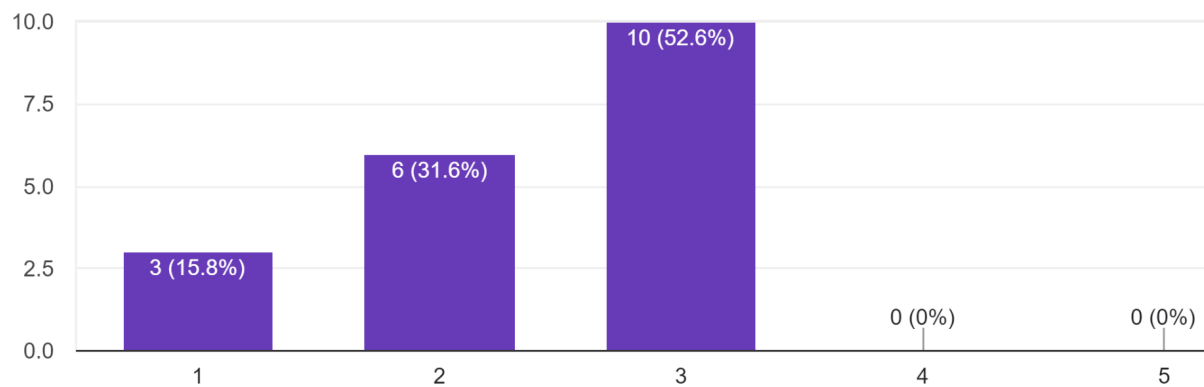
This is our planned art for the shield fly. Does this art reflect how you saw it function in-game?

19 responses



Ingame, how difficult was this fly to deal with?

19 responses



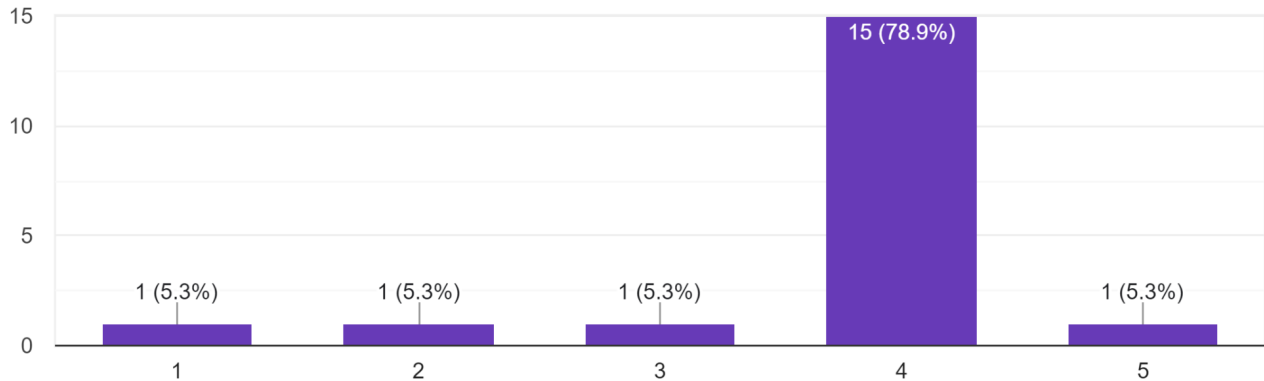
Enemy Conclusions:

The two enemies we implemented into the testing build, the shield fly and the basic fly, function more as collectibles and walls rather than enemies, so we were not expecting high difficulty ratings on either of them from testers. As expected, the basic fly received a very low difficulty score, at a mean of 1.7, while the shield fly received a slightly higher, but still generally low, score, with a mean of 2.4. In addition, all testers who rated the basic fly a 3/5 also rated the shield fly a 3/5, which may indicate they did not put much serious consideration into rating the two on the same scale.

Concept Questions:

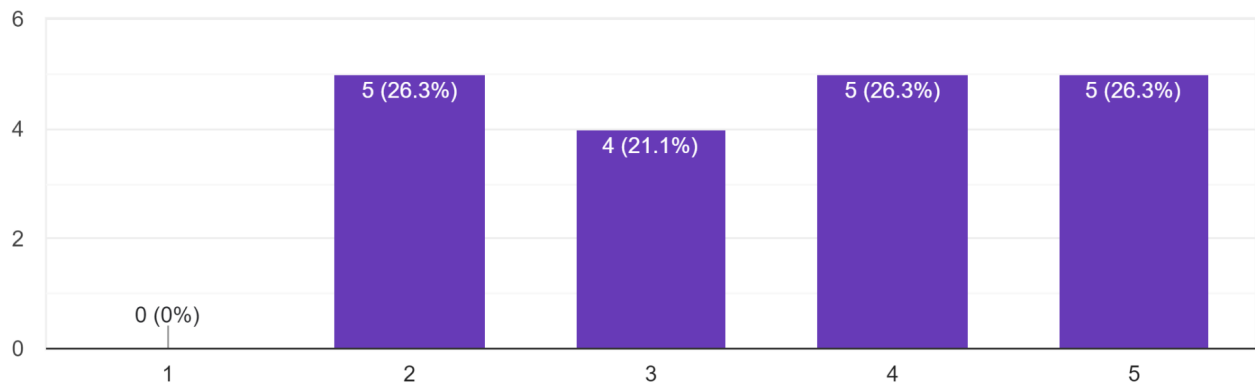
How do you think an in-game minimap would affect your experience?

19 responses



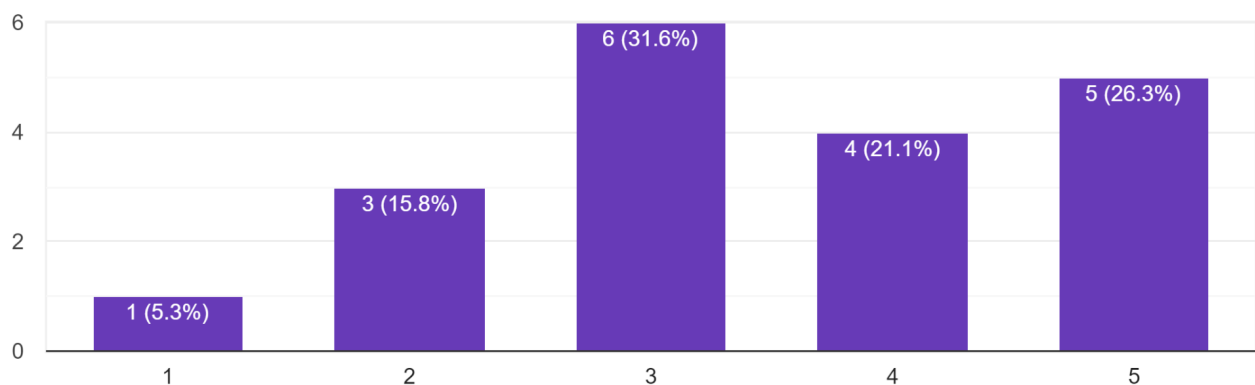
How do you think a crosshair to help aim your tongue would affect your experience?

19 responses



How do you think a transparent line (rather than a crosshair) to help aim your tongue would affect your experience?

19 responses



Concept Conclusions:

While testers were generally in favor of a minimap, they were far more mixed on an aiming assist feature. Interest in the crosshair aiming received a mean score of 3.53, while the line aiming had a mean of 3.47. In these questions, 1 was correlated with “would significantly worsen my experience,” and 5 with “would significantly improve my experience.” Further analyzing the ratings, there did not seem to be much correlation between ratings on the two options, with similar numbers of testers rating one high and one low or rating both at the same score. While these results do lean slightly positive, we would need to test these aiming assists in-game before deciding whether or not to go forward with using them. Having only a single turntable means that while A/B testing the two assists would be possible, our limited remaining time would likely not allow us to go to enough testing sessions to receive a significant amount of feedback from controller testers on both assist modes. Furthermore, due to there only being one week before our project is due, we may not choose to prioritize a feature that was met with relatively lukewarm reception.

Extra Questions:

Did you encounter any bugs?
If so, list them here.

Any other feedback you'd like
to share?

the first background when you spawn in is in front of the tongue, making the tongue line not show up	The art of the flies imply a 3/4 perspective, however the frog and the environment show a birds eye view. If the concept art should be implemented as is would hurt the unity of the overall art direction.
I did not collect all of the flies but completed the level, I am not sure if that is a bug or if the larger fly counts for 3 flies	I thought the flies were collectibles at first, not enemies. Maybe having them move around/try to run away from you might help in making them seem alive.
the tongue didnt appear in the first section of the level, and the flies collected said 0 at the end when I collected like 6	This is a perfect game for the controller, I would love to see how the other buttons are going to be implemented
Yes, tongue didnt appear in front of background assets at the start of my level 1 playthrough	I found the big fly before the almost any other flies, there didn't seem to be any incentive to collect the smaller flies if I can win by finding the big one first.
Yes. As soon as the game started, the tongue would not fire, and I had to restart the game.	game felt really great! i loved how simple and fun it was
the start room makes the tongue not show	I think part of the fun is exploration of the level, a minimap would hinder this element in my opinion, I like the UI as it is currently, really solid stuff
I encountered a few flies	feels really good to play with the dj tool
fly 1, fly 2, fly 3, fly 4, fly 5, fly 6, fly 7, fly 8	The grapple felt very nice and fun to use.
There were tons of bugs around the level, but the frog could eat them (joking, no game bugs)	Nope, looking forward to trying out the next iteration of the game!

Extra Question Conclusions:

Only 3 different bugs were encountered during gameplay, and luckily we were easily able to replicate, identify, and fix all of them shortly after testing. One piece of feedback that we were only able to catch in the extra questions was how some people expected more incentive to collect the flies. To address this, we could either lock the boss fly behind collecting all of the other flies, or we could add some sort of score/ranking system to make it clearer that collecting the flies is just a completion bonus rather than a required part of the level. Our level design is currently balanced around the flies being bonus collectibles that you have to risk more of your oxygen meter to collect, so we are unlikely to implement the former option. To implement the latter option, one way we could do it would be to include a small medal icon next to the list of flies collected, which would increase in rank as more flies were collected, and leave a small icon on that level in the level select to show the player's progression in that level.
