**GAM250 Playtest Report**

**Team : 99** **Project Name:** PooPooPiPe

**Date:** 4/3/20 **Project Version:** Pre-Alpha(v0.0)

**Playtest Goals**

* Ensure that the game contains the appropriate description for the player to play and that the player understands this description sufficiently or not.
* Ensure level difficulty is adequate and sufficient
* Ensure that the graphics and sounds of the game blend well with the concept of the game.

**Playtest Notes**

**Test #1: Harim Kim (gkfla0310@naver.com)**

The play test was conducted directly on April 3, 2020 at 8 p.m. I briefly described the overall concept of the game and how to play and started playing. She went to the tutorial first, and she say that I wouldn't have known how to operate it if you hadn't told me about it in advance, and she wished there was an additional explanation. Also, the whole picture was cute, so she complimented that it goes well with the concept of the game, and the background music was exciting, and it went well with the game.

She started playing and played six levels that is all level. It took about 15 minutes to play all levels. She said she usually likes puzzle games and she said that the overall map design is good. However, she didn't know how to move on to the next level after finishing the puzzle, so I had to explain it, and she think I need to explain it in detail. As for the trap, the automatic rotation was novel and hard to notice, but she said this would be okay for level difficulty. However, she said that she hoped the background would be more diverse and that the number of levels would be higher. She also said that it would be better to have a button to turn off the game or an option to change to full screen.

After playing the game, she gave me some feedback. First of all, she wants more levels for the number of levels, and she want various traps like auto rotation. Also, she said that the whole picture goes well with the game, but it would be good if the background picture kept changing. She also said that the overall explanation of the game is insufficient and that it would be better to add a description of the operation method. Lastly, she said that she needed a ui (End button, option, etc.) to help her with the game and that the game was fun.

**Test #2: Kim eun ha**

The play test was conducted at 11 a.m. on April 3, 2020 at the cafe. After explaining the overall concept of the game, she played the game right away. She heard the explanation, but separately conducted a tutorial for How to Play and said the tutorial would need an explanation of how to operate mouse. However, she quickly learned how to operate it and said it would be better to have a simple explanation because the operating method itself is not a difficult game.

She started playing in earnest and played all six levels. It took about 10 minutes. She said she liked the concept of the game where the poop passes through the pipe and said the whole art was clear and cute, and she liked it. The first problem she encountered while playing was that she didn't know what the play button was doing. When she finished the puzzle and the game didn't move on next level, she was very embarrassed, and I explained about the existence of the play button, and then she said that I needed to say how to play the game and explain it to the player in advance. She also felt embarrassing when the color puzzle, which acts as a trap, appeared, and she didn't know what it was doing. She needed a separate explanation to understand why she couldn't move on to the next level because there was no judgment yet when she failed. She said it would be better to tell player about the trap in advance. In particular, in the case of auto rotation, the picture of the block was strange, but she thought it might be something, but if it was hard to notice that the block rotated automatically, I thought it would be better if it had more effect. But she said the trap itself was fun.

After playing the game, I asked some questions. When I asked her if there was enough explanation for the game, she said, "It was hard to notice the trap and it was hard to know how to operate it," adding, "I wish there were more explanations." She also said she wanted to have a more diverse sound and a more puzzle like real pipe picture, and she said she liked the overall concept of the game very much. Since then, I have asked her for additional feedback on the game. She said she hoped there would be more levels as it was a puzzle game and said the game itself was fun enough.

**Test #3: 류명진**

The play test was conducted online on April 3, 2020 at 1 p.m. on Zoom. I taught her a simple game concept and she was very interested and proceeded with the play test right away. She started playing without going through the tutorial. Therefore, she thought about how to spin for a long time. She said she needed at least a brief description of how to operate. However, she said that the game method itself is not difficult.

She played all six levels of the current game and took about 10 minutes. She said the concept of the game is very interesting and the map of the game itself is interesting enough. On the other hand, she had to think a lot about traps and how to move on to the next level. In response, she said she should make the buttons that go over the game stand out, and that it would be better to warn her about the traps in advance. She also wanted to turn down the volume, but there was no way to turn it down, so she was in trouble. In this regard, she said she would like to have a button to go to option or a shortcut to turn down the sound. When she met auto-rotation, she was very embarrassed and worried a lot about why she failed. As for auto rotation, she gave feedback that she needed a device to make sure the player knew the puzzle had rotated. She said that the number of levels is a little small and that it would be better to have additional levels and traps.

After playing the game, she finally said that the game is fun and the idea is good, but overall, the explanation is insufficient and some more features need to be added for smooth play. She said it would be better if she could adjust the sound and that the pipe picture was cute enough but it has to be more like a pipe. She also said it would be nice to have more diverse levels, and most importantly, there should be sufficient explanation for game play.

**Playtest analysis**

1. **Lack of explanation about game play**

This is the first problem that most players in the play test say have to fix. Player said they didn't know how to operate mouse because there was too little explanation for how to operate it, especially for how to operate it for rotation. The poop button, which is required to play one game, makes sure all the puzzles are connected and allows player to move on to the next stage have to explanation in tutorial and the tutorial will also need a detailed explanation. We also received feedback that the trap was not fully explained. The lack of explanation for the trap meant that the players were trying to restart the game, but as we went through the play test, we realized that this was done well. However, player thinks we need a simple warning because there were players who were reluctant to start over unconditionally.1) Lack of explanation about game play

1. **The number of levels**

Currently, the PooPooPiPe has a total of 6 levels, excluding tutorials. In the original plan, there were supposed to be 5 levels, but the puzzle game had to be a lot of levels, so we added 1 more level and proceeded with the play test. However, players felt that they lacked 6 levels, and testers commonly said that they lacked the number of levels and played time was short. And since it's a puzzle game, tester think there should be more levels. They also said that there should be more unique traps for PooPooPiPe such as automatic rotation. Also, player said we need to add more traps and add more levels.

1. **UI buttons to help with the game and picture that are not diverse**

One of the factors that embarrassed players when they were conducting a play test was that they couldn't adjust the sound. Also, the absence of an exit or an option button in the middle of game was a factor that made players uncomfortable. In response, players said it would be better to create an option menu or an exit button in the blank space of the screen. The players were also satisfied with the overall picture, but they were told that they wanted to have more diverse background pictures. Since there are several levels, it would be nice to have different backgrounds according to them, and to divide the backgrounds by obstacles would be a good idea. There was also some feedback about the pipe picture, and I got feedback that it would be better if it was a more like real pipe picture like the name of the game is PooPooPiPe.