Playtest report (before 1 week until pre\_grading)

Test #1: In-Hwa Jo (inhwa1025@khu.ac.kr) – friend who is not digipen student

The playtest took place at 3pm on July 8. She seemed a little surprised at the game made by students, not major games, as she was not a digipen student. She said we were great because we made a great game during 1 years. She watched prologue cut scene and she felt that cut scenes are goes well with sound effects. When the main menu came up, she tested the options, credits, tutorials, and so on. There was no particular response elsewhere, but when she played tutorial without fullscreen, the mouse input didn’t work well. After finishing the tutorial, she started the game in earnest.

It took her a total of 15 minutes to clear from level 1 to 10. On the game play screen, shetried totap the UI several times, and said it was fun because of the sound effect and that it matched the background sound of the game. However, when she entered Level select, she found a bug saying that there are 10 levels in total game but only up to Level 8 in level select. At first, she looked confident because the game was so easy, but as the level passed and the color pipe appeared, she clearly showed a slow play. She said that the game is harder than she thought and the traps are fresh. I watched her reaction carefully when the auto rotation puzzle (yellow puzzle) came out at level 5. Because through the last play test, when people failed at level 5, the fail screen immediately covered the entire screen, so they didn’t notice what was wrong. ( they didn’t notice if the yellow pipe turned automatically). So, after much consideration, I added a fart sound effect that signals failure for about two seconds when a player fails, and gave them a chance to recognize that the pipe has turned enough, and put up the fail screen. Through this, she looked embarrassed at first at level 5 because she didn’t know what to do, but recognized that she was going through a failure. But she seemed to be having a hard time with level 5. And she had big fun with fart sound effects. She played one more round because she wanted to make sure there were bugs and fun even after clearing up to level 10. It took about 25 minutes to play a total of two round.

After play test, she gave us feedback about poopoo pipe. First, the mouse input didn’t work when she turn off the full screen in tutorial. I realized from her feedback that we didn’t apply the newly created input to the tutorial. Thanks to her, we were able to fix it quickly. Second, there were no last two level in level select. This, too, was noticed thanks to her and now added. Finally, the fact that our game is a puzzle game is so common, but it is a very attractive game because it has a new story and concept.

Test #2: Jung Dae-Chur ([jungdae.chur@digipen.edu](mailto:jungdae.chur@digipen.edu)) - student who is graduated Digipen in Redmond

The playtest was held at 11 am on July 9. He seemed to be looking forward to our gameas he had already graduated from Digipen. When he saw the prologue cut scene and the main menu screen, he said that the picture is so high quality. He played tutorial and he wanted us to add more explanation of game more.

It took him a total of 10 minutes to clear from level 1 to level 10. During game playing, the mouse control was so uncomfortable with move puzzle in levels. If he dragged the pipes quickly, he missed the pipe and it is uncomfortable. Also, he was very embarrassed about what UI to press after fitting the pip. Feed back was given that the interface was not intuitive. Regarding the fail screen and fart sound effect that comes up in case of failure, he replied that the fart sound was more fun because it was too realistic. At level 5, he said he knew there was a change in the puzzle when he pressed the play button with an automatic rotation, but he didn’t understand what that meant. In addition, the map with a limited number of rotates said that it was completed when the number reached zero, but the decision of game was marked as failure, so it should be fixed.

After the play test, we got the feedback from him. He hoped the tutorial would be a little more detailed. He also said that the mouse control is slow. I didn’t think it was uncomfortable before playtest because I was used to this game for a year. But through this play tests, I absolutely found out this mouse input is really bad. So, after playtest I made the mouse control more comfortable that the puzzle would follow the cursor even if the cursor was quickly manipulated. And he said there is not enough explanation about yellow automatic rotation puzzle in level 5. So I added some cut scene and warning sound effect before starting level 5 in order to let player understand the role of yellow pipe and increase their concentration.

Test #3 : Park SeJeong ([phw3218@gmail.com](mailto:phw3218@gmail.com)) – sophomore student in digipen

The play test was held at 5pm on July 8. When she saw the cur scene for the first time, and she said that it like a scene from a webtoon and it is really high quality. She also liked the sound of UI in the main menu and she pressed all the functions on the main menu screen. when she pressed ‘quit’ UI, there was no question of whether player would really go out or not. She said it is really important part because it was stated in rubric and we should add it.

It took her a total of 10 minutes to play from level1 to level 10. First, she said that drag and drop of the puzzle is so uncomfortable because the mouse manipulation is snapped off. Also, the sound of flushing is too small when the game is cleared. Also, she said that the puzzle difficulty was so easy and similar traps were repeated. She wanted us to pay more attention to map design. At level 5, about the yellow puzzle, her reaction is same with other people above. She wanted us to pay more attention about explanation of yellow puzzle in detailed. Overall, all of the maps were easy for her.

After the playtest, she gave feedback on the discomfort of the mouse input and pointed out that the sound of flushing effect was so small. Through her feedback, the input was improved so that the puzzle would follow the cursor even if the mouse was moved quickly, and so that the drag and drop of the puzzle would no be uncomfortable. And we fix the sound effect of flushing more big.