**GAM250 Playtest Report**

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

**Date:** 5/4/20 **Project Version:** Pre-Alpha(v1.0)

**Playtest Goals**

* Ensure level difficulty is adequate.
* Ensure that the graphics and sounds of the game blend well with the concept of the game.
* To check the UIs work well to the player.

**Playtest Notes**

**Test #1: Haegyeong Kim (**[**yoho0538@naver.com**](mailto:yoho0538@naver.com)**)**

Playtest were held Friday afternoon. She was my family, so we used our house computer as a device for play test. She was one of the play testers who kept playing our game during development. She is over 50s, and doesn’t have many experiences of game, therefore, she gave various questions during the game. One of the questions was that she had hard time knowing the way of rotating the pipes, which is one of our most important controls to our game. Therefore, this gave us a conclusion to put more descriptions in the tutorial.

It took approximately 25 minutes playing the whole level. Because she was new about puzzle games, she had hard time understanding to clear the single level. We gave her an explanation to match the pipes from start to end, and then she showed she understood. She also asked that she don’t know where the start and the end point is. This made us think about the polishing, changing the pipe UIs much clear.

After the play test, she stated that it was hard to understand at the first time, but didn’t wanted to give up because she was interested by the cute drawings of the game. Moreover, after understanding the controls she didn’t had much hard time to play the game. However, she gave her opinion that she do wants more explanations in the tutorial.

**Test #2: Son Seongjin**

Play test were held at Saturday afternoon. He was also after 50s, and not used to English, but has experience to famous games such as Warcraft and Starcraft, therefore, he didn’t have much time compared to the previous play tester (Haegyeong Kim). He ignored the tutorial and went through the game. However, he showed having a hard time to understand the controls, so we had to show him the tutorial.

He played from start to end, and it spent approximately 20 minutes. He solved the first level, but because the ‘clear’ image was too small, he didn’t realize that he could go to the next level. Moreover, our game still had a line written, ‘Press space to continue’. Because of this, he continued pressing the space button, even though when we only used them for debugging. This situation gave us to get rid of the line and graphics which are not in use. Moreover, he stated that it is uncomfortable because he could go to the level select, but hard to realize what level is he in, and wish there were a notification what level the players are in playing.

After the play test, he gave more honest advices. He praised that the game had more functions than he thought and made him amazed. The concept, character design was silly and fun, which made him happy while playing. However, he said it’s sad because the levels were not enough and felt too short.

**Test #3: Hanbyeol Son**

The playtest was held on Sunday morning. It was hard for face-to-face, so we used the zoom meeting for the process. She is 20s Korean, and loves video games, therefore, she showed deep interest about our game. First sight, she stated that the background music matched with the graphics which is jolly and cute, which made her absorb to the game.

It took around 15 minutes playing the whole game. She gave many compliments about the UI designs. First, she stated that she loves the detail where the UIs change its color when the mouse collides with the button. However, she wished that there were also sound effects when pressing the buttons. I thought her idea was very good, and, gave her a response that we are planning to add them. Moreover, she said adding a level select was a good idea, but there were few levels that not worked. Therefore, she gave an advice that we should fix it.

After the play test she gave her total assessment about the game. First, when looking at the main menu she thought the game was not a student project, but by professionals. If there were more levels, she said that it would be good to be in the market. However, the game is still in development, therefore, there were few misses we did such as the fail screen doesn’t appear in certain levels. She stated that we should be more detailed toward our game.

**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.