**PooPooPiPe Playtest Report**

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

**Date:** 6/20/20 **Project Version:** Beta

**Playtest Goals**

Determine whether players understand the system.

Determine whether the attacks and the theme matched with concept

Determine whether there are possibility of unfairness in my game

**Playtest Notes**

**Test #1: Gayeon Park**

The session went on Saturday, 20th of June. For a small brief information, I told her that the game is incomplete, so please understand some parts that will make the player uncomfortable. She said she’s okay with it, but at least let her play when the game is finished as she is curious.

About the artwork, as always, she said she likes it. Also, she said that she likes the part where the background changes when the game is played. However, she gave her opinion that it is actually very sudden. She stated that she didn’t even realized that it means the phase has changed. About this feedback, it gave me an idea by giving a change to background music or add a event cutscene to let the player know that actually the ‘phase’ had changed. Moreover, she appreciated that the sound error had been fixed. Cause she remember the moment when the sound stops, being confused whether she pushed the wrong button.

After the game, I asked her few questions. First, I asked her about the new levels added in the game. She said she likes it, also the difficulty was good. Before, the game actually felt too easy. However, by the addition of the red pipe levels, the game made good balanced and tempo. She did gave an opinion that she wish there were more levels.

**Test #2: Garam Park**

Garam Park is a son of Gayeon Park, who is 8 years old. I chose him as a play-tester to see the reaction of child towards our games concept and its playthrough, as out games biggest targets are children. The session was set at the same day as Gayeon, 20th of June, right immediately after Gayeons game-play test.

First, he showed joyful reaction about the whole game concept, ‘Poo’. As he is a child, he didn’t stop laughing while playing a game, also look amazed. This reaction showed that we achieved one of our goals, that we wanted the players to laugh and feel fun to our concept. However, we unexpected the possibility of just skipping the tutorial. When I asked why he skipped, he said that he didn’t know what the ‘tutorial’ means. This made us to consider to put the tutorial when starting the game, rather than just put it as an additional menu, letting players to watch the tutorial separately, but not from the game itself.

After the game, I asked him few easy questions. Of course, by his previous reaction, it seems that he loved the concept of the game. Therefore, he answered that the game concept was so good. However, as he was not used to PC games, he said that the game was confusing, and has lack of explanations. The players who are already used to pipe games were able to guess and know the controls even though they didn’t saw the tutorial. However, to players like him, it was possible for them to be confusing.

**Test #3: Wonju Cho (**[**wonju.cho@digipen.edu**](mailto:wonju.cho@digipen.edu)**)**

The playtest session went on Friday, 19th of June. She showed interest in our game quite long ago, repeated the play test for us which gave us lots of help. She did a play test again this time too, so it was much easy to know the changes and receive additional feedbacks considering the changes of the game.

While playing the game, she still showed confusion about some puzzles (especially the yellow one) and the controls. But she did appreciate the fix of the sounds. About the yellow puzzle, she said that the way of introducing the yellow puzzle needs to be changed, because it was unable for the player to know what kind of trap is before the actual developers give explanation. After the feedback of the yellow pipes, she shows appreciation of the red pipe puzzle idea, but saying the puzzle still felt too easy, and needs more level.

After the playtest, she gave her opinion that the UI design needs to be more polished, but the artworks was good as usual. Even she said she knows that the game is still uncompleted, she wished that the option was already finished at it is beta, because she wanted to turn off the background music.

**Playtest Analysis**

1. The yellow pipe description

Even though we added the mole character, which introduces the trap, it is still hard to know what do the yellow pipe acts, because it just gives a warning, but says nothing. It looks like we need to change the way of introducing the colored-pipe, or, change the way of the transition therefore the player could know about the trap. The red pipe was good enough to know, however, as the yellow pipe doesn’t activate until the player hits the play button, there is now way for them to know what the yellow pipe is, but just think the game has a bug.

1. Options

Not only Wonju, but many players said they wanted the options to be already finished at it is a beta version of the game, which means, the game must be almost in finished position. The reason why is that they often felt to change the screen mode from windowed to full screen, or, change the volumes of the sounds. We did give explanation that we are still in process, but it looks like they were urging to finish it quickly, because it is one of the most important parts. Therefore, this gave us a conclusion to finish the options as soon as possible as the game itself is almost has its shape.