

Lightbringer User Observation Notes

Evaluation Plan

Evaluation Techniques

Observational technique

The observation should be a mostly uninterrupted playthrough with the player giving their thoughts on the game during and after they have played. If the player gets stuck or does not understand the controls, the interviewer can help out but should note down how they helped out.

Watch the player play the game for 2 - 10 minutes and take note on the following:

- Does the player have a good understanding of the controls, were they easy to understand?
- What upgrades did the player pick or tend to prefer?
 - Are they balanced or are the other upgrades not providing a meaningful impact on the gameplay? (take note of utterings)
- Did they easily understand how the level up system works and how to gain exp, and did they intuitively understand which fireflies gave more exp?
- Were the enemies' difficulties suited for their intended purpose? i.e are the small enemies easiest to deal with, etc.
- What did they struggle with?
- What did they understand well?
- Did anything unexpected happen?

The aim of the observation is to take note of unexpected player behaviour and play patterns. This could include, places players get stuck on, quality of life features that would help benefit the player or they expected to be included, any bugs they have found.

Questionnaire/survey

<https://forms.gle/QMDLCx2hnXCQBbH98>

Questions

What is their age? Provide the age as a range and not an exact value for anonymity What is their gender? Do they play games on a regular basis?

Please answer the next questions as a scale of 1 - 5:
(1 - Strongly Disagree, and 5 - Strongly Agree)

1. I thoroughly enjoyed the game.
2. I found the player controls to be cumbersome.
3. I found the controls intuitive.
4. Adapting to the controls was difficult.
5. I felt comfortable using the controls.
6. I found the controls to be inconsistent.
7. I learned the controls quickly.
8. The controls felt unnecessarily complex.
9. The controls were similar to other games I have played.
10. I needed to learn the controls well before I could play.

The following questions are open ended:

- What did you like about the game?
- What didn't you like about the game?
- What would you like to see added to the game?
- Is there anything that you would remove from the game and if so, what would you remove and why?

Participants

We should aim to have a large majority of our participants be in our target demographic of casual gamers in a 15 - 25 age range. Participants must remain anonymous. Participants outside of the demographic are ok and can be useful to gauge if we could have a potentially wider target audience.

Each team member should aim for at least 3 participants of the target audience, and at least 5 participants in total.

Participant 1

Observations

- Looked for a jump key (“would be nice to jump even if it doesnt do anything”)
- Mostly went for speed or unique upgrades for weapons
- Didn't pick up any light integrity upgrades
- Asked what the health was

Level 29

Victory

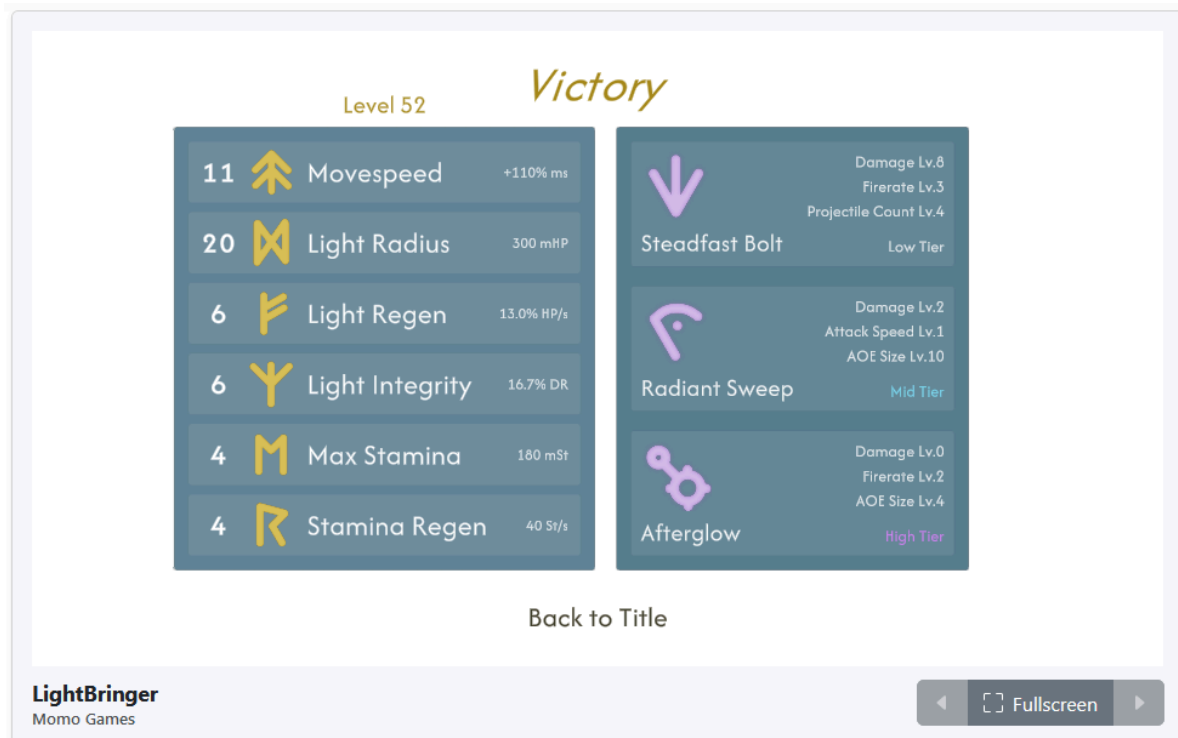
6		Movespeed	+60% ms
9		Light Radius	190 mHP
7		Light Regen	14.9% HP/s
0		Light Integrity	0.0% DR
5		Max Stamina	200 mSt
1		Stamina Regen	25 St/s

	Lightlance	Damage Lv.1 Firerate Lv.5 Pierce Count Lv.1 Low Tier
	Seeking Light	Damage Lv.0 Firerate Lv.1 Projectile Count Lv.4 Mid Tier
	Blazing Radiance	Damage Lv.0 Damage Speed Lv.0 AOE Size Lv.4 High Tier

Participant 2

Observations

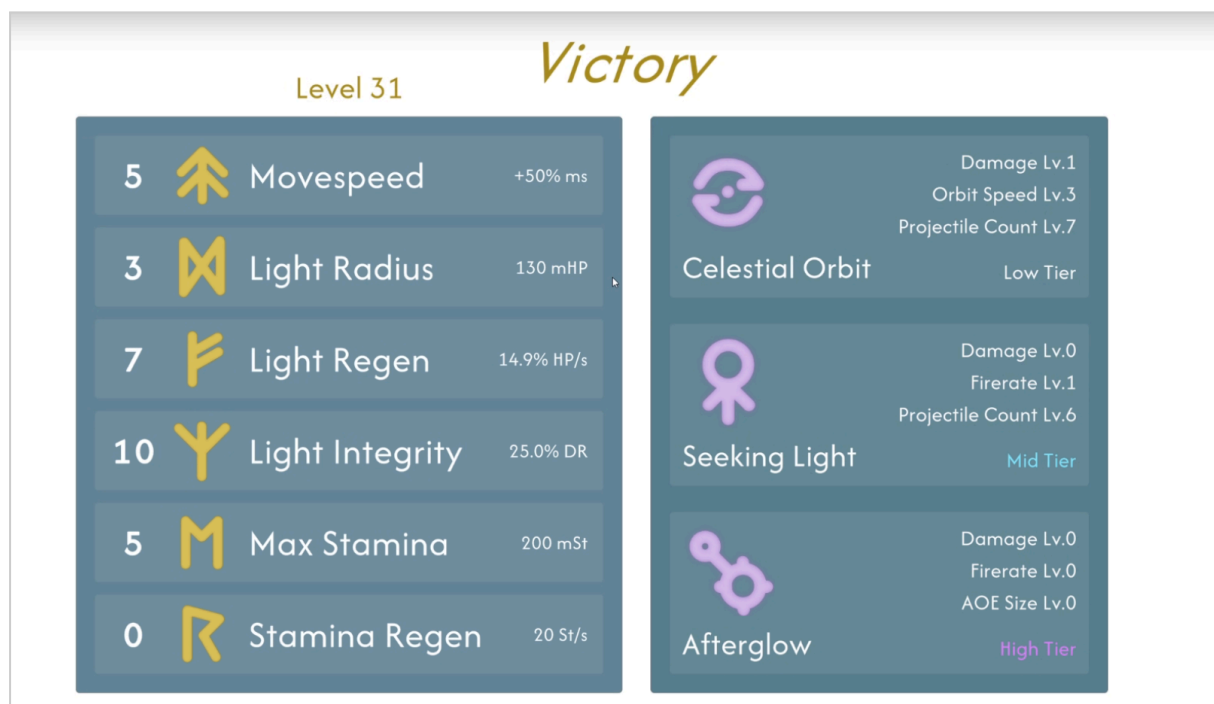
- Wondered if the light radius was the thing that did damage to enemies (after being attacked by enemies at first low tier POI)
 - Adjusted game after this feedback to not spawn enemies on the first POI
- Didn't actively collect weapon fireflies when first playing
 - Perhaps they didnt know it could be interacted with
- The orbit weapon felt a bit weak early, limited range meant it's hard to deal with enemies
- Light radius option giving full healing is a big merit, kinda makes you pick it every time
- Weapon icon colours should correspond to the rarity
- Asked what the zoom was for
- Maybe have a different background for weapon upgrades (feedback applied in dev)



Participant 3

Observations

- Player asked if there was a health bar
- Weapon pop-up was a little jarring
- Player accumulated many levels before levelling up (3-6 levels at a time)
- "Light regen is meta" direct quote
- Asked what the point of zooming in is
- Player tried to figure out the spawning mechanic by leaving one alive
- Easily understood the controls and how to level up weapons
- Thought the orbit weapon felt weak (didn't upgrade it much)
- Steadfast bolt - projectile count+ was very favourable
- Skeleton shading seemed a bit off
- Said the game seemed quite polished
- Big fan of the aesthetics
- Would be nice to have the upgrade count of the weapon shown on the upgrade your weapon screen
- 5 attempts to Win



Participant 4



Observations

- Steadfast bolt could look more like a bolt instead of a ball
- Likes light integrity and regen the most
- Likes to pick firerate
- Its hard to know how to attack when first starting out -> do you click to attack?
- Maybe make the enemies tankier as it goes
- Maybe add a dash that uses stamina

Level 68

Victory

17		Movespeed	+170% ms
20		Light Radius	300 mHP
6		Light Regen	13.0% HP/s
13		Light Integrity	30.2% DR
4		Max Stamina	180 mSt
7		Stamina Regen	55 St/s

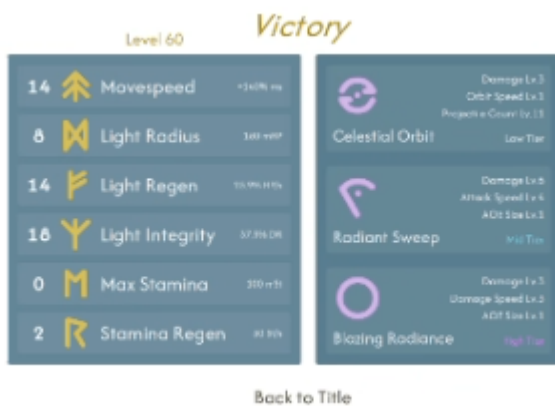
	Steadfast Bolt	Damage Lv.4 Firate Lv.13 Projectile Count Lv.3 Low Tier
	Lightburst	Damage Lv.6 Firate Lv.10 Projectile Count Lv.5 Mid Tier
	Daybreak Charge	Damage Lv.4 Firate Lv.10 AOE Size Lv.6 High Tier

Back to Title

Participant 5

Observations

- Noticed the weapons appeared in different orders on second playthrough
- Medium enemies seem to be a significant increase in difficulty
- Player used the celestial orbit weapon and positioned their character effectively to deal damage
- Player didn't use the zoom in feature
- Player thought there were too many enemies after getting the tier 2 weapon
- Player got startled when waves spawned with tier 2 enemies
- Player discovered killing tier 3 enemies can give upgrades
- Player thinks the tier 3 enemies should have a melee attack
- Player 'farmed' the tier 3 enemies for weapon upgrades
- Player saved level up for when health was low to get a maxHP



Aspect ratio bug - player was playing in 16:10 and had this bug when in fullscreen



Participant 6

Observations

- Playtester is not in the target age range
- Sprint is not listed under the controls
- Player was able to tell the that collecting fireflies was the goal
- Player has not played with these controls before
- Player thought they could go inside of some of the POI
- Player did not make it very far

Participant 7

Observations

- Player thought the orbiting projectiles weapon was bad
- Player figured out the light radius was the health bar
- Player did not level up often, died with 5 levels available
- It was difficult for the player to make contact with the small enemies using the orbiting projectiles
- Player was not able to tell where they were in the world
- The blue trails were a bit hard to tell the difference between them and the white trails
- The medium weapon was significantly better than the low tier weapon even after upgrading the low tier weapon
- BUG - cancelling the level up will give new options (it should be the same)
- Ghosts are weak
- Should probably add a health bar to the boss
- Player died at the boss
-

Participant 8

Observations

- Player is outside of target age range
- Player tried to run away from the enemies
- Player did not understand the weapons being automatic
- Player thought the small enemies were too hard to kill
- Player should be easier to control
- Weapons seemed hard to control
- Player was having difficulty with the controls while playing (had to look at keyboard to see which button they were clicking)

Participant 9

Observations

- Player preferred the orbiting projectiles
- Player preferred light regen and light integrity as upgrades
- Player thought the medium tier weapons were too strong and the low tier weapons felt too weak
- The waves of enemies could be a bit difficult for the player
- Player thought the piercing weapons damage upgrades were not changing the ttk of enemies

Level 28 *Victory*

2		Movespeed	+20% ms
8		Light Radius	180 mHP
8		Light Regen	16.7% HP/s
7		Light Integrity	18.9% DR
1		Max Stamina	120 mSt
0		Stamina Regen	20 St/s

	Lightlance	Damage Lv.9 Firerate Lv.0 Pierce Count Lv.1 Low Tier
	Seeking Light	Damage Lv.0 Firerate Lv.0 Projectile Count Lv.2 Mid Tier
	Afterglow	Damage Lv.0 Firerate Lv.2 AOE Size Lv.0 High Tier

[Back to Title](#)

Participant 10

Observations

- The difficulty spike from low tier to medium tier enemies was difficult at times
- Sometimes when travelling along white trails, medium tier skeletons from a mid tier area nearby could come attack you and you just have to die
- The piercing weapon looks weak but actually seems to do a lot of damage, maybe some visible numerical damage values could help
- The large summoner enemies feels very easy to deal with, they are just tanky
- The waves of enemies spawning feel like theres no way to deal with them at times apart from just stat checking them with tank stats

Participant 11

Observations