Gameplay

*All right. Thanks for taking the time to playtest Wasteland wheeler keep in mind that we're testing the game and not you. Please be honest as that's what's most helpful for our development as you play through the game. Be as open as you can about your thought process and if you can speak out loud what you're thinking that would really help. It helps us understand how people are experiencing the game. Feel free to ask any questions at any time if you have questions. It's a good chance that somebody else is going to have that same question as well.*

*Okay, so Courtney, let's go.*

*You can begin. You'll want to use the mouse.*

I don't usually play games on laptop.

So, this will be Slow time was that mean it'll slow down time when you press that button for like a second. Yeah knock back enemies. This is my shooter which is your main left mouse button.

Oh, you said I can go back somehow. Are you guys yeah.

Those two main guys.

I feel like for me this game is more of just a race to avoid as many guys as possible to the pit. There's like 30 ha-ha.

*That was your first loss. Okay, so you could start again. You got three lives*

So slow time. What does that the shift button? Like what time does it slow the guys coming at me for the whole game down? Okay, you're shooting everything. So, if I wanted to just take it easy. Sure, okay.

*Yeah, you were slowing down time every time you press that, and you only have so many charges of it and it comes back every time you kill an enemy and your space button takes half the bar.*

*You get tokens if you kill enemies.*

Okay. So, if you had tokens, oh, I could go up and health, rate of fire, damage, or bullet size.

*Yeah, so instead you just must continue.*

I wonder if the levels forget her. Even though I didn't fight so what should happen? Is that the levels get easier? Oh, because I'm increasing and well because you're not fighting. or your Then the game will be made easier for you. Oh.

I am also being that there's too many guys for my one guy. Hmm

*If you want to just quickly pause for a second, you hit the Escape key.*

Where did I go?

*You died again.*

How many bullets do I have?

*You have as many bullets as you want.*

I can't drive and play at the same time. It's hard to move through the area and shoot guys at the same time. What happened?

*You ran into guys and you got some power-ups how because you killed enemies.*

Okay. Cool. So now you can shoot even more. Wow. This is a good gun. Reminds me of that game. Are you I used to play it on the PlayStation with the airplanes and you shoot over all the robots down below its guns like that aerator?

I like that. I don't run out of bullets. Because my aim is bad enough.

If you just do one token, okay, I won't understand that without testing it. That is one per upgrade.

*Yeah per each one.*

I get it now. So, I'm adding rate of fire and bullets size, I think because I'll try one. And more rate of fire because I'm ready to kill some dudes.

I'm shooting and does bullet-size make you more accurate.

*No just gives you bigger bullets.*

So, it's not worth anything.

*It would have a bigger hit box would be easier to hit enemies*

I guess so I would make my aim better, I guess. My opportunity to Hit my target better.

*Oh my God. You made it.*

Oh, I did it is tricky. Okay, I got four tokens. I'm going to add. More rate of fire and damage. Oh my God, this is cool. What’s going on here?

*You have a boss.*

I never fought a boss in my life. So, the only way to pass this is to kill him or for him to killing me.

*Yeah, you're not going to want to run into him. That's going to hurt.*

Oh my God, you just threw a car at me. Wow, that was. Unexpected. So that pulls me out, so I don't have to beat him in order to keep playing it.

*No, you completely reset your stats after you went back to the main screen.*

So, I'm back to being terrible.

I can't pay attention to using the mouse and the keyboard at the same time, but that's just because I've never played games on a laptop. You know you're getting used to new game system on top of a new game.

So, no tokens, but I passed the level.

Ambush defeat All Enemies to continue. Oh, I like having instruction. That's nice.

I lost it's interesting because I lost in between when all the guys all the commotion of the guys coming at me. There's probably like what 25 guys I lost the actual. I don't know. I would be hot but showing me where my mouse is was where I was shooting the cross there. Yeah, I couldn't see at all.

Okay. I feel like I'm moving too fast as a character. The speed of my dude is fast compared to everything else like it's not It just seems like I can go too fast can in comparison to what's going on. I think allow me to walk like engage with these guys while driving away better, you know what I mean? Like right now, I'm just driving away from things because I can’t handle all the enemies.

*Okay, that's it.*

Questions

*Okay, what do you do for games? Like what are your gaming habits? What games do you play?*

I like puzzle games. Okay. I like to play on my phone, and I like to play on the Xbox.

*Okay. What do you like most about puzzle games?*

Mhmm The Challenge and the pace. I don't like being on any sort of timer. I like to take my time to do puzzles.

*What was the last game that you bought?*

Bought Monument Valley 2 today for my phone. It was on sale. It was originally like six dollars and I got it for a dollar fifty.

*What was the thing that you enjoyed the least?*

Playing on a laptop.

*Okay going from that question. Would you want controller support for this game?*

What's controller support? So just being able to use an Xbox controller? Yes. If I could play it. Still the laptop. With the controller plugged in I would be happy with that.

*Okay. What was your favorite part?*

That it's made by you guys is cool.

*What if you could add or take away any part of the game what would it be?*

Hmm the speed that the guy drives okay in comparison to his surroundings.

*Do you feel like the game was fair?*

I feel like it was fair for me and it was challenging for me, but I don't know about it. I don't know if it would be fair for somebody who is skilled at using like playing games on so but for myself it was fair.

*Did you find any part of the game confusing or things you didn't understand?*

No, probably just the controls, but that's because I'm not used to playing on laptops. Okay? Oh, and then the token system, just off the hop. I didn't know how many tokens per each thing that I could choose out of.

*Was there anything you want to do but couldn't?*

No.

*So, you would say that you didn't really like the controls because it's on a laptop.*

Yep. And because I was focusing so much on just adjusting to play on the laptop. I couldn't even use think while using the other like the shift in the space bar, which I'm sure would have benefited me quite a bit like even to me talking about how I wanted him to slow down like obviously everything would have slowed down if I were to press that shift button, but I didn't because I was too focused on the other just adapting.

*Did the game become boring or repetitive?*

No, I was surprised each level.

*Okay, if you could rate a few things on a scale of one to five, one being the worst.*

*The fairness of the game*

Four.

*The amount of fun you had playing the game.*

Two.

*The user interface of the game menus.*

Well like that especially. Yeah, probably a five.

*The pace of the game*

Two.

*The movement or control system*

Two.

**Write a 1-2-page report detailing the top 3 problems you discovered during playtesting, and what you changed in the game to compensate. The report should describe the problem, what specifically about the playtesting lead you to conclude it was a problem, and a high-level description of the solution.**

**My user wanted controller support**.

She had never played games on a laptop with mouse and keyboard but has a lot of experience with a controller. She couldn’t move and shoot at the same time. She also noted that she couldn’t use the specials (shift and spacebar) because she was too caught up in the movement.

She also talked about too many enemies and not having good control of the player, but I think that those things are tied to her issues with the movement system.

Lastly, she wanted a more detailed description of the upgrade costs and scaling and info of what to do as she entered a scene. She really liked the text that told her about the ambush.