Comp 306 transcription

Thank you for taking the time to playtest Wasteland Wheeler. Please keep in mind that we are testing the game and not you. Be honest as that will be the most helpful.

As you play through the game, please be as open as you can about your thought process. If you can speak out loud about what you're thinking, it will really help us to understand how people are experiencing the game.

Also, please feel free to ask any questions at any time. If you've got a question, there's a good chance that a lot of other players will as well.

Could you tell us about your gaming habits

* Tell me about some of the games you play

I play boardgames regularly. That’s about it. I play all kinds of boardgames, including young kids’ games (mostly from HABA Games). I play Gloomhaven, TI3, Love Letter, The Oniverse games. All are boardgames or cardgames.

I also play a few ios games, but mostly boardgames that were implemented onto the App Store. For instance, I play Onirim, Ascension, Agricola, Waterdeep, Splendor, San Juan, Evolution, and others on my phone.

* What do you like most about these games?

I enjoy the strategizing and trying to understand a game. Once I’ve played a game enough that I’ve exhausted the strategizing and “figuring it out”, then I just play it to pass time and enjoy the familiarity with my favourite strategy. But, those are two different enjoyments. I mostly enjoy learning new games that are fun, rather than playing familiar ones that don’t require a lot of strategizing. The best is the game that I’ve played a couple of times, and enjoyed, and then playing them one more time with a better understanding of it.

* What was the last game you purchased?

I bought Zombie Kidz Evolution, but for my kids. It’s not very good. Unless you’re 6 years old. For myself, I think it was Reef and Gunkimono, and it was about 10 months ago. Wow.

Discussion for after the testing

* What was the thing that you enjoyed the least?

I had difficulty controlling the avatar. It also felt a bit repetitive, but I think that was partly because I was playing conservatively (trying to not take hits) and not being very good at it, so each level took a little long.

* What was your favorite moment or aspect?

I enjoyed the variation between level layouts. I enjoyed when it changed from linear, to boss, to skirmish/survival.

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

I kept thinking that there would be a race level. Where you needed to get from one end to the other while still shooting and collecting things. In fact, that was one thing that I realized I was exploiting. If I wasn’t in any hurry to progress, I could take very long and a very safe pacing, while picking off only one enemy at a time and maintaining a lot of distance between us. That was, until I noticed that enemies would spawn behind me. But, even then, it still seemed like I was exploiting the game, and not in a fun way. It would be a lot more fun (especially once I got better at the controls and the movement) to feel pressured into continuing into the dangers at ever increasing speeds.

I also would prefer controls that I am more familiar with (joysticks for movement).

* How would you feel about having a dash in the game?

Because there was no urgency in the levels, I felt punished when I got any speed ups. If anything, I would have chosen “upgrades” that slow you down, if available.

* Did you feel like the game was fair?

I did. If I was getting hit or losing, they were attributable to my actions.

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

I didn’t notice when I got some upgrades or what they did. I also didn’t realize when I had finished a skirmish/survival until I had circled the arena a few times and realized that there weren’t any other enemies. I also didn’t always understand the objective in each level. I mostly just assumed that I was supposed to move around and kill things.

* How would you describe this game to your friends and family?

My family doesn’t know anything about games. So… “It’s a game where you ride around on a bike and shoot at enemies, collect/choose upgrades, and try not to die.

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

Race. Feel more tension. I want there to be road hazards (oil slicks). I want to be constantly firing my weapon and merely choosing directions (unless bullets become limited, which I do not want to be a thing).

* Do you think that the theme of the game is accurately portrayed?

I feel that the theme is consistent.

* How did you feel about the pace of the game?

I was playing too conservatively, but I felt that it wasn’t rewarding to do so, even though strategically, it was a good idea.

* How do you feel about the controls of the game?

I dislike moving avatars with the WASD or arrows. So, not my favourite.

* Would you like controller support?

Hell yes.

* Did the game become boring or repetitive? If so how long did that take?

I was bored before I got to the first boss. But, the boss made it refreshing. Then I got bored again during the second skirmish. I would almost like every level to alternate, it seems. But, if there was more tension in trying to quickly beat a level, then I would enjoy it more.

Please rate the following on a scale from 1 (worst) to 5 (best):

1. The fairness of the game. 4
2. The amount of fun you had playing the game. 2
3. The user interface of the game. 3
4. The pace of the game. 2
5. The movement and control system. 1