

# *Ghostbusters (2016)* Game Evaluation Report

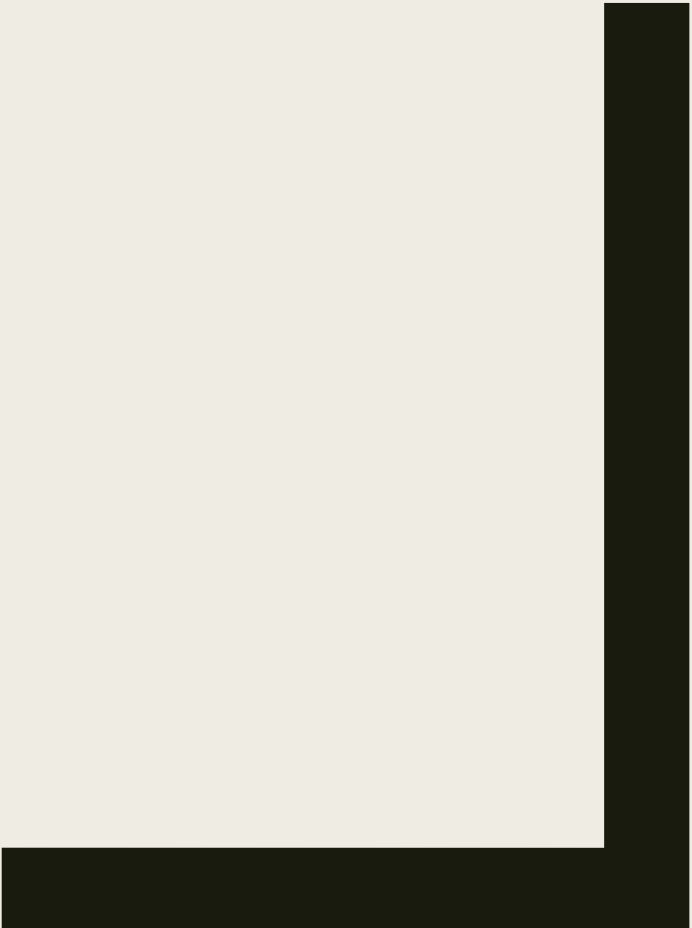
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# Overview

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3. Heuristic Review
4. Usability Test
5. Playtest

# Executive Summary

*Ghostbusters (2016)* is a twin-stick action shooter video game. We examined the game on the Xbox One platform through **four stages**.

## Competitive Review

Tier 1 competitors were other Ghostbusters-themed games.

Tier 2 were other movie-based third-person action shooters.

Tier 3 were other purely top-down isometric third-person action shooters.

We found that *Ghostbusters (2016)* was unique in being the only movie-based top-down isometric third-person action shooter, apart from *Reservoir Dogs: Bloody Days (2017)*.

## Heuristic Review

We used Sauli Laitinen's game heuristics (2008) based on Jakob Nielsen's heuristics. We found that most of the usability and gameplay heuristics were violated in the game, as the underlying critical issue was that the game's main goals and objectives were unclear. Lack of appropriate feedback and help to the player can cause confusion as to how mechanics/controls relate to the scoring system.

# Executive Summary

## Usability Test

Although players felt confident due to the simplified gameplay, this test round confirmed the heuristic review findings that there would be usability issues. Players found objectives, controls/mechanics, and navigating the game user interface and maps to be confusing and detrimental.

## Playtest

In assessing the game's playability, we found that players enjoyed the game's aesthetics and found AI teammates to be helpful. However, it's critical that most players found the overall gameplay to be repetitive and not fun, leading them to say the levels were too long. Most players weren't motivated to continue playing the game after the tutorial level. The major usability issues revealed in the last round were found to result in overall dissatisfaction with the player experience.

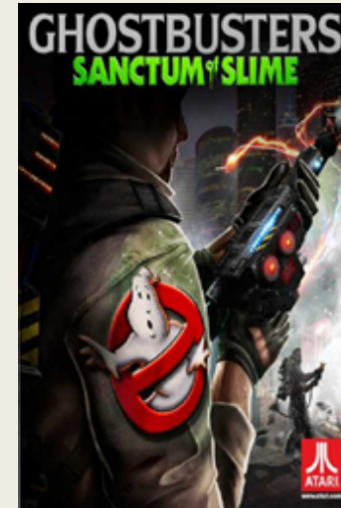
We have provided recommendations to specifically address these issues to improve on the foundation that *Ghostbusters (2016)* currently has for a better player experience.

# Competitive Review: Tier 1 Competitors

## Related *Ghostbusters* franchise games

### 1. *Ghostbusters: Sanctum of Slime* (2011)

- Co-op twin stick shooter
- Local and online co-op multiplayer modes
- AI teammate options
- No weapon upgrades
- No cutscenes or voice narration



### 2. *Ghostbusters: The Video Game* (2009)

- Third-person shooter (Nintendo DS is top-down)
- Local and online multiplayer modes
- Weapon upgrades available
- 3 difficulty levels: normal, experienced, professional
- Uses same characters from *Ghostbusters II*



### 3. *Lego Dimensions: Ghostbusters Story Pack* (2016)

- Action-adventure 3D platformer
- 2-player local co-op
- Weapon and character upgrades available
- Uses same characters from *Ghostbusters* (2016)



# Competitive Review: Tier 2 Competitors

## Movie-based action shooter games

### 1. *Reservoir Dogs: Bloody Days* (2017)

- Top-down isometric third person shooter
- No multiplayer modes; 1 player for 3 characters
- Defeat enemy waves for every level
- No cutscenes or voice narration



### 2. *Star Wars Battlefront II* (2017)

- Switch between third- and first-person
- Campaign: solo; has other multiplayer modes
- Has player upgrades
- 3 difficulty levels: explorer -> soldier -> special forces
- Uses same characters from franchise and cutscenes



### 3. *007: Quantum of Solace* (2008)

- First-person: PC, PS3, Xbox 360
- Third-person: Nintendo DS and PS2
- 2-4 players in local and online co-op multiplayer (Wii)
- Weapon and character upgrades available
- Uses voice acting, dialogue, and events from movies



# Competitive Review: Summary

Game	Tier	Co-op Campaign	Local Co-op	Online Co-op	Twin Stick Shooter	Top-down Perspective	Weapon Variety	Based on Movie/Show	Multiple Levels of Difficulty	Voice Acting	Destructible Environment	Rating
Ghostbusters (2016)	--	X	X		X	X	X	X		X		E
Ghostbusters: Sanctum of Slime (2011)	1	X	X	X (not on PC)	X	X		X			X	E
Ghostbusters: The Video Game (2009)	1	Wii	Wii	X			X	X	X	X	X	T
Lego Dimensions: Ghostbusters (2016)	1	X	X			X		X		X	X	E
Reservoir Dogs: Bloody Days (2017)	2				X	X		X				M
Star Wars Battlefront II (2017)	2			X			X	X	X	X		T
007: Quantum of Solace (2008)	2		Wii				X	X	X	X	X	T
The Binding of Isaac: Rebirth (2011)	3	Xbox One	PS4 PC Xbox One	PS4	X	X	X		X	X (opening narration)		M
Nex Machina (2017)	3	X	X		X	X	X		X		X	T
Livelock (2016)	3	X		X	X	X	X		X	X	X	T



# Heuristic Review

We used Sauli Laitinen's game heuristics (2008) based on Jakob Nielsen's heuristics. These heuristics are split between **usability** and **gameplay**.

We found that most of the usability and gameplay heuristics were violated in the game:

- Goals/objectives are unclear throughout the game
- The relationship of mechanics to the scoring system is unclear
- Lack of feedback and available help/assistance to player when they are confused
- Tasks are repetitive and monotonous, throwing off the game's challenge and pacing



# Usability Test

# Playtest