Game Playtesting Criteria Survey

Use this to gain feedback from fellow students and reflect on the feedback as a designer.

Playtester’s Feedback

Playtester 1:Brian

**Answer these questions from 1-5 (Strongly Disagree to Strongly Agree)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item** | **1** | **2** | **3** | **4** | **5** |
| **Strongly Disagree => Strongly Agree** | | | | |
| *The design was clear, and I understood the objectives of the game.* |  |  |  |  | - |
| *The game flowed well.* |  |  |  | - |  |
| *The game felt balanced.* | - |  |  |  |  |
| *There was a clear strategy.* |  |  |  |  | - |
| *I felt a sense of tension and release that was satisfying.* | - |  |  |  |  |
| *The game was fun to play.* |  |  |  |  | - |
| *I would want to replay this game again.* |  | - |  |  |  |

***Answer the following questions***

|  |  |
| --- | --- |
| **What Works?** | **Things to Improve** |
| Nails the comedic factor (especially with the objective changing and the spin speed)  It feels satisfying to be a terror on the road | Game feels almost impossible to lose unfortunately  Maybe missing cars reduces your health?  I do think it’s difficult to balance comedy and challenge though |
| **New Ideas** | **What do you think was the most exciting or fun moment for you as you played?** |
| More durable vehicles appearing which are resistant to the player’s spinning? Alternatively they function as pinballs to launch even more destruction upon the highway for collateral damage. | Watching lots of things explode |

Playtester 2:Jamie Robinson

**Answer these questions from 1-5 (Strongly Disagree to Strongly Agree)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item** | **1** | **2** | **3** | **4** | **5** |
| **Strongly Disagree => Strongly Agree** | | | | |
| *The design was clear, and I understood the objectives of the game.* |  |  |  | x |  |
| *The game flowed well.* |  |  |  |  | x |
| *The game felt balanced.* |  | x |  |  |  |
| *There was a clear strategy.* |  |  |  |  | x |
| *I felt a sense of tension and release that was satisfying.* |  | x |  |  |  |
| *The game was fun to play.* |  |  |  |  | x |
| *I would want to replay this game again.* |  |  |  |  | x |

***Answer the following questions***

|  |  |
| --- | --- |
| **What Works?** | **Things to Improve** |
| the absurdity of it was what made it fun | Make it so theres more risk, right now its impossible to die if you know how to play |
| **New Ideas** | **What do you think was the most exciting or fun moment for you as you played?** |
| Add in a combo system, higher combo faster you go and more points  Also make it so theres a buffer (chance to die) between turning left and right (rn you can hold left then hold right and youre invincible the entire time) | Explosions, also the absurd mode |
|  |  |

Playtester 3:Type Name

**Answer these questions from 1-5 (Strongly Disagree to Strongly Agree)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item** | **1** | **2** | **3** | **4** | **5** |
| **Strongly Disagree => Strongly Agree** | | | | |
| *The design was clear, and I understood the objectives of the game.* |  |  |  |  |  |
| *The game flowed well.* |  |  |  |  |  |
| *The game felt balanced.* |  |  |  |  |  |
| *There was a clear strategy.* |  |  |  |  |  |
| *I felt a sense of tension and release that was satisfying.* |  |  |  |  |  |
| *The game was fun to play.* |  |  |  |  |  |
| *I would want to replay this game again.* |  |  |  |  |  |

***Answer the following questions***

|  |  |
| --- | --- |
| **What Works?** | **Things to Improve** |
|  |  |
| **New Ideas** | **What do you think was the most exciting or fun moment for you as you played?** |
|  |  |

Designer’s Feedback         Game Tested: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Total Playtesters:

|  |
| --- |
| **What worked?** |
|  |
| **What needs to be improved?** |
|  |
| **What new ideas do you or your players have for the game?** |
|  |
| **How did your players feel during the game? What was the most fun moment for your players?** |
|  |

**Content adapted from:**

*Mecury, K. (2021). Providing feedback on prototypes: The WINQ. Resources to teach strategy game design. https://www.kathleenmercury.com/providing-feedback-on-prototypes-the-winq.html*