

Playtest 8

Saturday April 23rd, IMAGINE RIT

Goals

Test Current content inclusions, updated tutorial changes, overall UI and mechanical design, aesthetics

Basically Do People Like What We Came Up With

Questions

How well does our story come across to the players

Do players connect a little bit with our main character and the environment

Set up

[Team Schedule](#)

[Seating Chart](#)

Notes

Abby Notes:

10:05 AM: screaming

10:07: saw the wasd and mouse blocks

Investigated the gate, did not get the first photo. Sadge. Seem to need an explicit instruction for the right click. Only found it out after experimenting. The TAB blocks were thought to be WTT because of their orientation. First test and I'm already frustrated LMAO. Had to be instructed about lining photo up. DEFINITELY won't get that the TAB blocks lead to a new mechanic. Choked *good* when asked by kid if it was good.

10:31: IMMEDIATELY skipped cutscene LMAO. Looked over the photo. God help me.

Accidentally hit tab and didn't know how to get out. Speed runner stats. No gun/sword? Not interested. Had to be guided to photo. Once that was done, figured out how to switch photos. Rock entrance is difficult to find. Confusing to find where to go.

10:38: Found the photo immediately. Tested buttons to find mechanics. Sprinted around. People just aren't reading the dialogue scroll. Speed running is the bane of my existence. These minecraft kids are hurting me mentally. They have the idea down, but the execution is

difficult/impossible. Clicking furiously. How did things get worse with this build? What even happened? ACTUALLY GOT INTO THE APARTMENT HOLY SHIT. Got into the apartment loop. Actually playing the game LMAO. Missed the key on the chair. WENT BACK FOR IT. Had trouble hitting the kitchen photo lineup. Liked the feedback visually/audio. Environment interaction would be nice. Interesting story, intriguing and potential. Mist: point and click adventure, similar concept.

11:33: Another Minecraft speed runner. Slam shift and run. Photos who? Needed a lot of instruction. Imagine is really just telling me that our game is not for everyone, but it was never meant to be. Again, speed runners DNI. David has more patience than I do for sure.

11:50: Found the photo on the ground. Missed the first station. Send help. Asked for help with the station and album, then started rolling through. Confused on the damn entrance station. Needs rebuilding for sure. Other than that, seems good. Key icon on door seems to help guide people. Streamlined after getting into apartment. Was excited about the puzzle element of it all. A nice play tester.

2:05: Let the cutscene play out. Noticed photo. Bypassed first station. The diagetec controls are being overlooked quite regularly. Seems like we need some way to introduce the "you need to find where a photo was taken and line it up" without actually saying it to people in real life. Bypassed the first tutorial photo. Now that's funny. Gets the general flow of how it works. Seems like people who don't look at the entire screen get lost at times. Seems to enjoy the game, speaking out loud as he figures stuff out. Uses the lerp function. Went back and found the key. "Do you wanna jump in line for the VR game?" "I've got to finish this one first, I've almost got it."

3:33: Overlooked first photo, but saw the dialogue about dropping one and turned back to pick it up. Either looked at blocks or at the instruction list for the tab. Couldn't tell. Either way, kind of triggered a brain connection. Got lost on selecting/switching photos. Did figure it out. Lost on side entrance photo. Saw the red flags, headed toward those. Had the entrance photo line up perfectly, didn't finish it and left the station. Ignored the glow effect? Gave instruction for entrance photo. Continued on to explore courtyard. Kids got impatient, had to go.

GENERAL

- a lot of people miss that first photo and the letter blocks. Maybe need them to all be eye level?
- Some need guidance with the first photo station, but they certainly learn what they need to do after that to line stuff up. Following the glow and sound seems to work.
- A good deal of people don't notice/don't experiment with control scheme in the bottom corner
- Younger kids really like the puzzles and particles. Weird how that works out. Kind of works well as a "have the little kid play while adults help them out." Those are the fun playtests.
- After watching more, it seems to be an even share of miss first photo vs. pick up first photo

Wren Notes:

Ben: he's just fucking around really

Tab is too small and out of the way

He ran through it quickly

Notes that the subtitles at the top distract from the player's field of view for everything we want to show off

2:

Skipped cutscene

Saw city sign, left. Learned the album and is now going to the second station instead lmao

Just sort of wandering around, not really getting the match up idea but not playing like a shooter

Tried the gate after a little bit, now looking for a door

Recognizes the boulders as key, but not identifying need to match up because he didn't attempt first sign

He's trying to get through the bushes to the alleyway lmaooo

Very unsure of what to do, looking for the chair in the city

He's LEARNING??

he's not nevermind

WAIT

HE DID THE SIGN

Aaaand thinks the door behind the sign is important

Bigger analysis of the second photo

We have a learner let's goooo

Understood the assignment

Gonna get hit with that lock sign on the upstairs door and need to look for the chair

His biggest challenge is the chair lmao

SAW THE KEY

Bunny is in the inventory????

All done but he's panic searching?

Text descriptions don't appear in the inventory, only when you pick it up

I'll let him wander ig, let his mom rest a bit

3:

Minecrafter? Maybe

Very cautious, I don't think plays pc games much bc hasn't moved

Definitely doesn't lmao

Learned how to walk, examining things carefully

Examine album first, must have found the instructions in the corner and gotten curious

Still hasn't learned how to swap things, the guidance isn't very accurate by the sign I guess

Needed a couple prompts

Understands what she needs to find, but not how to activate it

We completely ditched the sign and are working on the second station instead

She jumped when it changed the world!

Reading what she can awww

Trying the chair now, thinks the chair has to be upright
Gave up, took a card though

4:

Reticle change is wild, uses arrow keys to walk
Enjoying the journey
Mismatching needing the world to match with

David Notes:

1:

- Seemed to find dialogue prompts to be helpful
- Did not know to hold up the photo
 - Needed verbal instruction to use RMB and move to where photo was taken from
- Waited for dialogue to end before moving
- Tried to leave album with escape several times

2:

- Needed instruction to line up the photos with where they were taken
- Got confused at second photo - after inquiry, stated that the dark photo did not match with the bright station
- Tried left-clicking when the photo was held up but not swapping
- Missed key at first, but found upon later closer inspection
- Tried to use escape to close album

3: child (8-12?)

- Needed instruction to pick up photo and to line it up with the environment
- Tried interacting with everything after wandering around for some time

4: child (8?)

- Needed a lot of verbal guidance to get the first photo swap
- Excited when the swap worked
- Understood the premise after the first station

5: child (12?)

- Needed a lot of verbal guidance for first station

6: child (10?)

- Played with two older teens watching over them
- Needed a lot of guidance for first station
- Took a while and a lot of instruction to get first station
- Child was confused the entire time, especially regarding the dialogue
- Needed verbal reminder to open the album
- Confused at hand icon for interactions

7: child (<8?)

- Lots of trouble with basic movement and camera control, but tenacious
- Unable to fully play on their own

8: trio of college-aged people

- Watched the full cutscene
- Figured out first photo with no additional instruction

- Got confused at the spotlight positioned over the second station and how it made the photo appear to glow
- First of the three quit after the second station (seemingly from frustration)
- Second of three played through entire game with little issue aside from not initially noticing the key

9: pair, college-aged player

- Understood movement and camera controls quickly, but took a lot of wandering to find where the first photo was taken from
- Got stuck at the second photo and required assistance

10: pep band friend

- Started by watching another play through first couple photos
- Picked up the core mechanic quickly from that

11: college-aged player

- Quickly picked up the core mechanic
- Took some time to learn about the album
- Walked around looking at the chair photo before completing the second station for 2+ minutes

12: child (13?)

- Did not know to hold up the photo with RMB
- Wandered around for 2+ minutes before first station; left after that

Alfie Notes:

Observation Results

Results from Survey

Combined Results