

# Playtest 6

## Goals

To have at least one single game loop that the players can judge/play/enjoy

Test out inventory/subtitles/mechanic improvements/sound effects/new level locations

## Questions

How frustrating is the game?

What kinds of onboarding should we pursue when introducing the player?

Are the sound effects jarring to the player, do they react?

## Set up

Build

Survey is [here](#)

Asynch play will rely on the survey

Headphones for the audio sections

Subtitles in build failed only at the lab computer

## Notes

### Abby Notes:

**Weez:** immediately heard footsteps. Nice animations for the photos. Likes having a constant control list available. Noticed the new photo glow. Got more feedback from the particles and the glow and everything. Liked the new greenery. Had a "kind of sad" feeling now with the blowing grass. Note to self: seems to need more indicators of where to go (i.e. typical thing to do is add lighting, but with no electricity.....). Didn't notice the key on the chair. Might need something WAY more attention grabbing. "Oh, sweet. I love this interior." BUG: vignette doesn't come in unless lerp triggers first. Seems to trip people up even when they're in the right spot. Didn't see the inventory button on the layout. Pickup on key is VERY picky. Additional audio to station changes (make an audio space for the birthday party).

**#2 big gamer moment:** tested buttons first. Gate isn't straight on this time ;). Used the particles and vignette to line up. Remembering environment and going back to use photos. Tested out the lerp effect. Sorted through pictures again when lost after chair pic. Found correct door

angle. Really used the vignette! Broke the inventory system LOL. Really wanted to break my box colliders. I scream. Saw the pickups and immediately grabbed those. Explored a little bit after finishing. Enjoyed the environment, liked the area a lot. Felt there was slow player movement after a while when trying to explore. Frustrating puzzles, could be more fun. "Spicy" visuals. Enjoyed the walking sim aspect the most.

Sten: the gate is killing him. Visibly reacted to the particles, glow and photo change. Where is he going somebody send help. Used photo angles for reference in environment space. Glow and vignette appear to be helpful. Key layout seems to be too small right now on screen. Went inside and then came out to find the chair. Didn't pick up objects. Small gamer moment. Sound queue when getting closer or farther with photos. Not a fan of the particle frames. Bring in FOV along with the vignette when photo is close. Minor sound effects will be really nice, feel more immersive. Camera shutter sound would be nice when photo switch is done. Interesting to play and get lined up. On the edge of being too hard or too easy. What will help it is the narrative and pushing curiosity.

## Gav Notes:

## Wren Notes:

Playtest 1, Emily:

Curious about the signs. Noticed the environmental detail with the car  
Understands the glow maybe a little bit? But is using spatial recognition for it  
Visuals feedback is pretty stagnant, feels a little distracted  
Controls are a little small on the side, thinks photos should disappear  
Likes the liminal space vibes  
Back and forth methods with chair  
Flashing is useful  
Hand icon/some kind of ui visual for intractable  
Knows from an indoor image that can go inside, but not the door photo  
The trees/extra in front of door aren't enough to set it apart without the photo  
Once combined, she gets it  
Gat glows but not long enough unless looking  
Wants to wear the hat

Playtest 2, Ben student:

Notices lack of run  
Notices glow  
Needs reassurance that things are correct, maybe a bit more feedback than the solid glow? Like sonar flashing slowly??  
Really wants to run, we have a speedrunner  
I think he skipped the chair and key lmaoo  
Struggling with the inside thing

Really wants to wear hat like very much  
Interior signaling needs a bit of emphasis on the exit door  
Now on the chair, and got the key  
Felt in control with the broken door, but knowing the key was for the door made it more linear to him  
Wants sprint, seems impatient

Playtest 3 Ben 2 electric Boogaloo:  
Wants sprint, wants speedwalking  
Head bob balancing for sure  
Default speed is a bit slow  
Likes the cowboys  
Knew to use the photo to figure out where to go  
Mentioned tweaking on the station tool  
Wants to jump in the cake  
Big stairs. Little man

Playtest 4 Erika  
Little too sensitive on the mouse controls, "seasick fast"  
Bobbing for walking is very seasick inducing, more than VR game  
Struggling with the angle on the gate, interest in making the photo a little transparent  
Does the game need to be that precise/need better hot n cold  
Precision is a downfall for those who are not as spatially aware, asks the question again  
Likes the sound effects for the transition  
More effects on interactable?  
Got too seasick from speed and bobbing

Playtest 5 Austin  
Quit the game immediately  
Noticed the speed walk jars the walking  
Option to turn off bobbing entirely  
doesnt like the length of standing to watch the effect  
Found the door photo, immediately ran to complete it  
Likes the change effect  
Doesn't like the pink glow  
Lerp only works if you lift the photo and can be jarring in small spaces  
Wants to wear hat  
Have a ui visual for interaction  
LA noire, has different colored handles to show what can be opened vs not  
Did the chair last  
Thinks the key opens the inside door, common theme between people who go inside first

David Notes:

Alfie Notes:

## Observation Results

### Results from Survey

Less frustrating than previous playtests, but still many mentions of frustration even from those that don't cite it as an emotion they felt

Mix of vibes on linearity, some people were able to skip the chair photo (our mistake)

The inventory, perhaps due to the lack of matching with the aesthetics, was cited as the most common draw out of the world for people. Need to make it more diegetic /in line with the theme visually

We're very much hitting the curiosity aspect of the adventure, followed up by abandonment and loneliness, only one nostalgia though

People thought that...

Lining up the photo -> solving the puzzle effects.

Movement/Looking around

...was slow

Maybe start the subtitles earlier than we are to fill that time? Maybe faster default walk?

Many people cite the precision of the photo matching as work/frustrating/pulls out of the experience. The success was good but they didn't like the journey to that success

Maybe the lerping can come into effect while the player is holding up the photo and not just if they hold it up within a certain distance?

Want more :

Cues for path to take, items that they can pick up

## Combined Results