

PLAYTEST EVALUATIONS

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GUI AUDIO-VISUAL REPRESENTATION SUPPORTS THE GAME

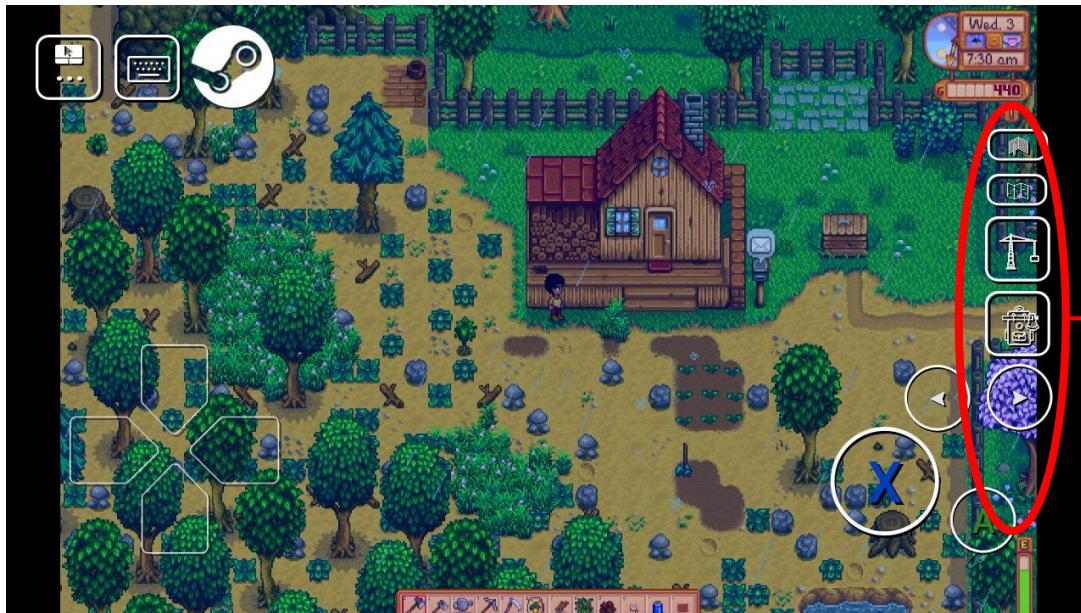


The game graphics should support gameplay and story and be informative for the player. In addition, the graphical look and feel should be consistent throughout the game.

Audio can be used to arouse emotion and increase immersion. Good sound environment in the game supports positive game experience. Graphics or audio should not prevent the player from performing actions or make it unnecessarily difficult.

GU2 SCREEN LAYOUT IS EFFICIENT AND VISUALLY PLEASING

The layout should present all necessary information for the player, but on the other hand, if the screen is filled with all kinds of information, it starts to look crowded. It is important that the player finds the navigation controls and they should not be mixed with the information that needs to be visible on the screen.



Navigation
controls won't
influence the
whole visual
effect

GU3 DEVICE UI AND GAME UI ARE USED FOR THEIR OWN PURPOSES

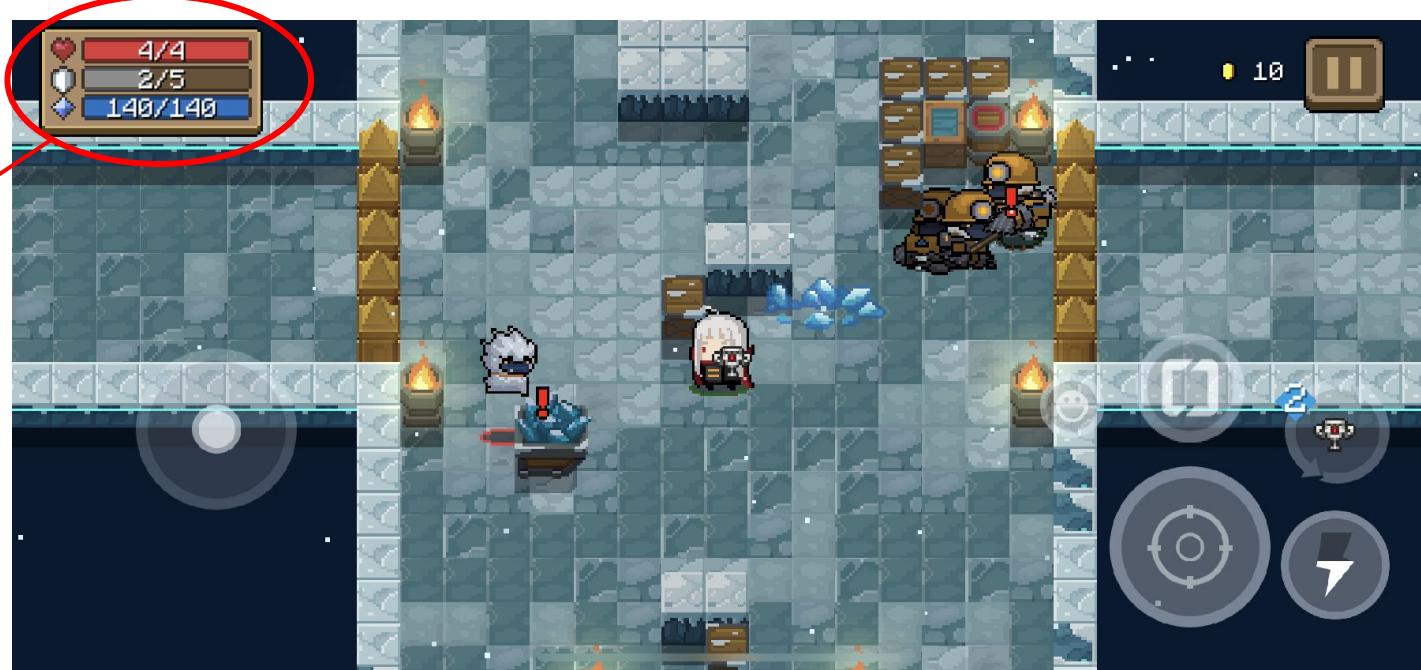
It should always be noticeable whether the player is dealing with the game user interface or device functions. The game interface should not use the device's user interface widgets in the game interface, because it breaks the immersion. The most impressive immersion is achieved when the game uses full-screen mode hiding other features.

Full screen mode in the game, without other interference (such as setting, volume and other system operation buttons)



GU4 INDICATORS ARE VISIBLE

The player should see the information such as the current state of the game



Eg.
My character's
blood volume,
defense, and
energy while the
game is in
progress

GUS THE PLAYER UNDERSTANDS THE TERMINOLOGY

The terminology that is used in the game should be understandable and not misleading or unfamiliar for the players. Technical jargon should be avoided. For instance, terminology that is related to the game concept or features that the game needs from the device should be translated into more understandable language.



These bulletproof equipment have professional terms, but they are replaced in the game, which makes it easier for players to understand the function and level of the equipment

GU6 NAVIGATION IS CONSISTENT, LOGICAL, AND MINIMALIST

Navigation consists of game menu and game world. Different functions should be organized reasonably, possibly on different screens.



Game
menu



Game
world

GU7 CONTROL KEYS ARE CONSISTENT AND FOLLOW STANDARD CONVENTIONS

Before WASD became the industry standard for PCs over the last two decades, there was no fixed control standard for PC games. Games back then often had no buttons defined, which meant players had to spend time getting used to the controls in each game.

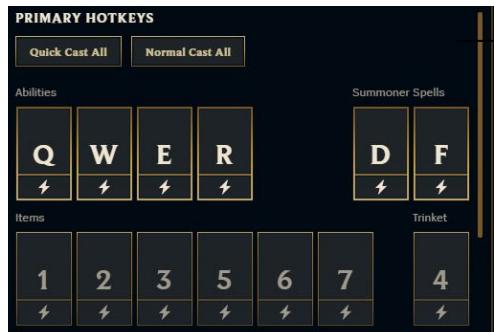


In 1997, a player from Hong Kong won the Quake competition, and shared his keystroke setting: WASD with his left hand and mouse with his right. As a result, most games, especially first-person shooters, now use the WASD as their default control.

GUG GAME CONTROLS ARE CONVENIENT AND FLEXIBLE

Novice players usually need only a subset of the controls when they start playing the game. On the other hand, veteran players often need shortcuts and more advanced commands.

In League of Legends, novice players only need to be familiar with the keystrokes shown below. And veteran players can complete a more flexible, more user-friendly operation through custom hotkeys.



For novice
players

For veteran
players

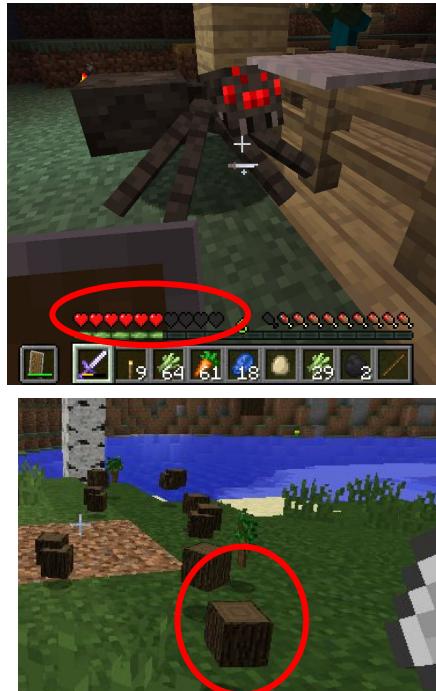


GU9 THE GAME GIVES FEEDBACK ON THE PLAYER'S ACTIONS

The player should notice immediately that the game has recognized the action by providing feedback. The most common way of providing feedback is to present it graphically. Other alternatives are to use audio or tactile feedback.



In Monster Hunter, when the player approaches an in game character, a dialogue icon appears on the in game character's head.



In Minecraft, when a player is attacked by a spider, a audio tells them that they have lost their health, and a heart is lost in the health bar. A block image will also appear next to the tree after the player cuts it down.

GUI 10 THE PLAYER CANNOT MAKE IRREVERSIBLE ERRORS

The game UI should confirm actions that can cause serious and irreversible damage, which affects the player's ability to play the game. Such errors are typically related to the game character or player's progress in the game.



In Mario Kart 8, the player can turn on Smart Steering, so that you don't fall off the edge, and the game forces you to stay on the road.



GUI THE PLAYER DOES NOT HAVE TO MEMORIZE THINGS UNNECESSARILY

In a detective game, there's a lot to remember. However, most games will directly display information that doesn't need to be memorized, such as tools that have been found, and hints that have been received before.



GUI2 THE GAME CONTAINS HELP

The game should teach the player what he or she needs to know to start playing the game. This can be done through a tutorial mode at the beginning of the game.

In most difficult games that require minor action, there is usually a tutorial and a help screen before you start playing. Things like Fortnite, PUBG, League of Legends, and Street Fighter will have tutorials. There will also be a help screen that allows players to view the specific functions of each key at any time during the game.



GPI THE GAME PROVIDES CLEAR GOALS OR SUPPORTS PLAYER-CREATED GOALS

The players should be able to understand goals that exist in the game. The goals can be either set by the game or created by the players.

Games should include both short-term goals and long-term goals. Short-term goals provide repeated opportunities for reinforcement and keep players motivated to play games. Long-term goals are usually more difficult to achieve, and they can consist of several short-term goals.

Small level



Short-term
goals

Bigger level



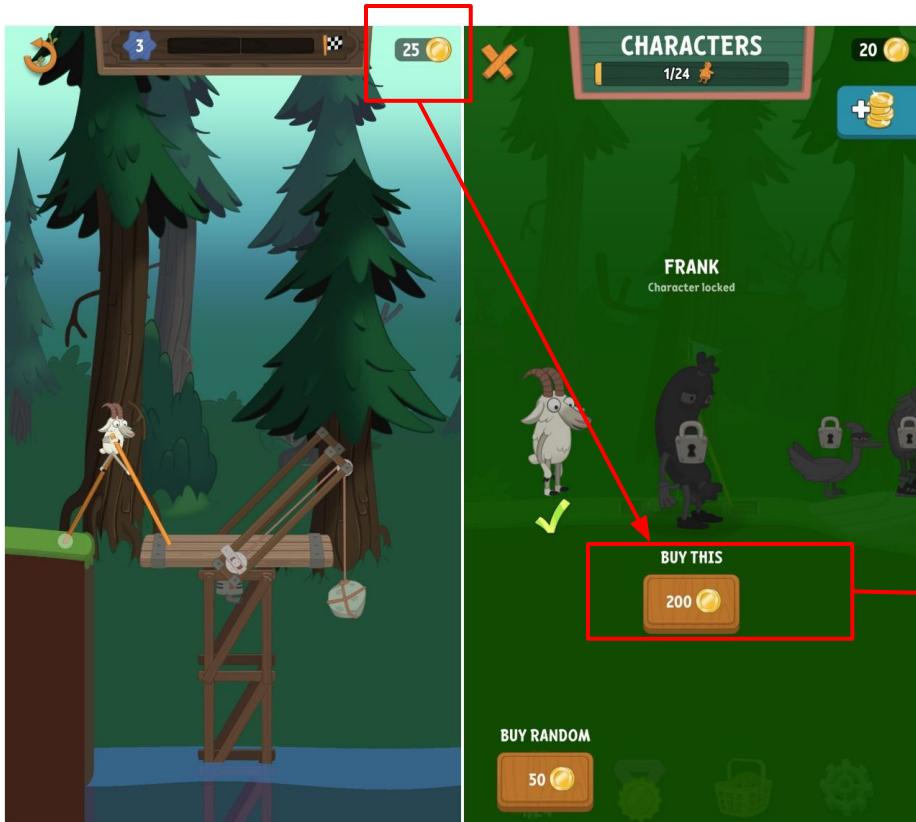
GP2 THE PLAYER SEES THE PROGRESS IN THE GAME AND CAN COMPARE THE RESULTS

Players should have enough information so that they can see their progress towards the goal in the game. The process can be explicitly displayed to the player, for example, by numbers, or implicitly displayed to the player.

Second, if you can compare with other players or previous achievements, players will feel more motivated. Traditionally, this is done through high scores, rankings, character levels or different titles.



GP3 THE PLAYERS ARE REWARDED AND REWARDS ARE MEANINGFUL



The players should receive a meaningful reward as they progress in the game. In addition, the reward should be adjusted to the challenge that the player had to face in order to get it. The rewards schedule should be varying and frequent, but still unpredictable.

For example, Walkmaster can get a gold coin reward during the game, and after the level is over, you can exchange gold coins for a new character

GP4 THE PLAYER IS IN CONTROL

Games should provide at least one illusion that players control the game world. Players should be able to decide what actions they want to take, and these actions should have an impact on the game world.

Good example :

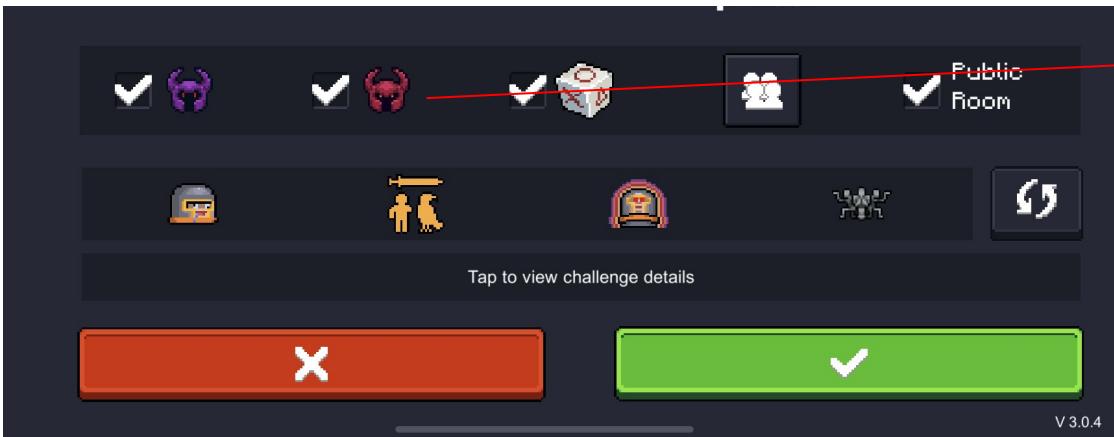
Minecraft create mod



GP5 CHALLENGE, STRATEGY, AND PACE ARE IN BALANCE

The game should be designed so that the challenge is comparable to player's current skills, then the players do not feel frustrated or bored with the game.

In the single player game, the player can usually choose the difficulty level, thus affecting the challenge. Players learn new strategies in the game. The rhythm should be adjusted according to the game style, which can be dense or deliberate. The game should allow players to take occasional deep breaths during the game.



Increase the
number of
elite
monsters

Players can choose and
customize the difficulty
level

GP6 THE FIRST-TIME EXPERIENCE IS ENCOURAGING

The first impression of the game is formed within a few minutes and it is very difficult to change. The players should feel that they have learned the basics and have accomplished something. The first play session should make the player desire for the next play session.



GP7 THE GAME STORY SUPPORTS THE GAMEPLAY AND IS MEANINGFUL

Even though the story plays an important role in many games, it should not dominate the gameplay. Some games do not even have or need a game story. If the game has a story, it should fit the other elements in the game and sound plausible to the player. The dialogue with in game characters (NPC) should be meaningful and interesting for the player.



It is fun to talk with in game character(NPC)in Animal Crossing with a reasonable story. Sometimes in game character will give you some furniture, gifts and so on, which will help the story process

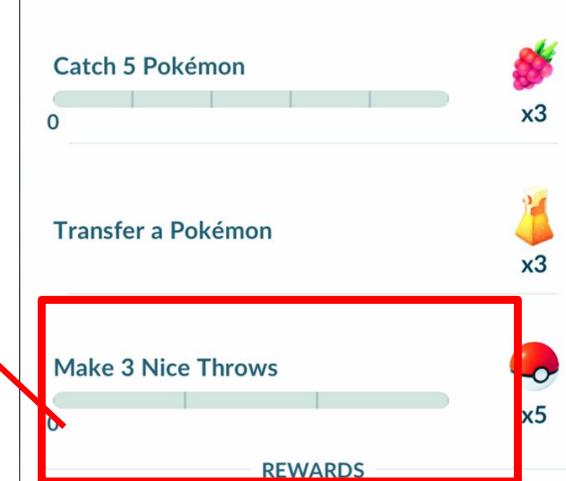
GP8 THERE ARE NO REPETITIVE OR BORING TASKS

The game should not require repetition of tasks without changing any conditions. However, during the training phase (tutorials), it is useful to repeat certain tasks so that the player learns and practices for example how the character is controlled in the game.



Similar repetitive tasks

Repeated throwing tasks



GP9 THE PLAYERS CAN EXPRESS THEMSELVES

The players should be able express themselves by, for instance, customizing their characters, acting in a certain way, or modifying the game world.

Many games offer the ability to create your own character. For example, in *Animal Crossing* and *PUBG* and more recently *Monster Hunter Rise*, players can change their appearance in great detail.



GP10 THE GAME SUPPORTS DIFFERENT PLAYING STYLES

The player types are defined based on how the players prefer to interact with the game world or with the other players,

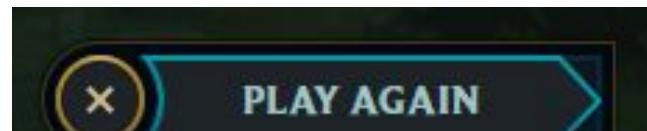
Four common player types are:

- A) Achievers, who like to compete with the game mechanics.
- B) Explorers, who wish to explore different aspects of the game.
- C) Socializers, who prefer to socialize with other players.
- D) Killers, who enjoy dominating other players.



GP11 THE GAME DOES NOT STAGNATE

The players should always feel that it is possible to reach the goals and the game progresses. The game should recognize immediately when the game is over and inform the players. Ending of the play session should be clearly indicated and restarting the game should be possible.



GP12 THE GAME IS CONSISTENT

If the player is able to perform a certain action in the game world or for a game item, the player assumes that similar kind of action is possible for other similar objects or in the similar situation as well. Moreover, if the game world resembles the real world, the player assumes that the same principles also work in the game world.

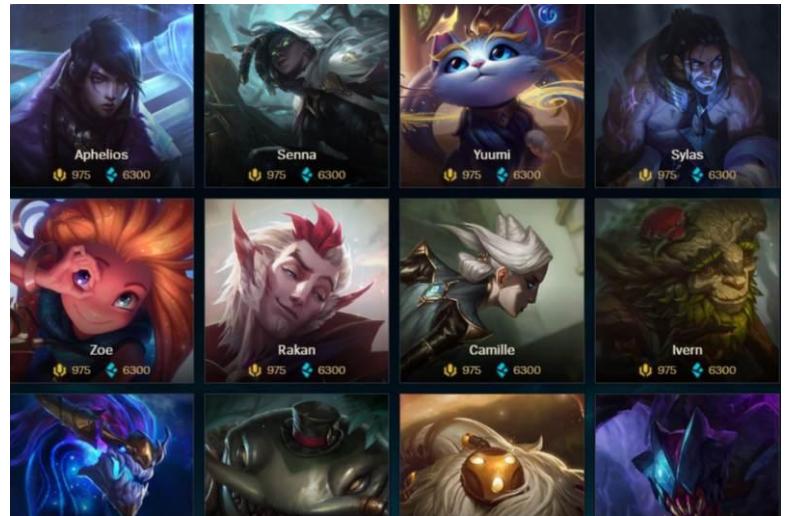


GP13 THE GAME USES ORTHOGONAL UNIT DIFFERENTIATION

Each game item should have a purpose in the game world and it should be notably different to other similar game items. In addition, if the player needs to select character classes or roles in the game, they should be functionally different.



There are many items that restores health in PUBG, but each of them has a different function.



GP14 THE PLAYER DOES NOT LOSE ANY HARD-WON POSSESSIONS

The game should maintain possessions that the player has earned while playing the game and the player cannot lose them accidentally. However, in some cases the game can provide very high risks and the player can stake valuable game items which can be lost.



Task prerequisites

The player's level and money are not easily reduced and will be shown as soon as they are obtained



USEFUL TIPS

- Audio-visual representation
 - Indicator
 - Understandable terminology
 - Help menu
 - Game story
-
- Nice first-time experience

THOUGHTS & QUESTIONS

- A complete game takes years to develop, plus countless times of testing and refinement.
- Do card games lack interactive variety?
- Do card games can only be fun and variety through face to face interaction?

THANK YOU !