

Stuck Together playtesting reports

Digital Prototype Playtesting Report

The goal of this playtest was to figure out if our gameplay ideas were fun and engaging with different players, and we figured that it was fun!

Players

- Yusuf Pisan
- Allyssa Johnston
- Dan Sharan
- Melody Perez
- David Perez
- Ilya Vaschillo
- Caleb Short
- Various CSS-385 Peers

Prior to the alpha playtest we created a single level. The level was a demo tutorial level that introduced the first mechanics of our game. Players were able to move around utilizing our dance of fire and ice like movement. Players were able to pick up keys to open locked doors, and bring crates to pressure plates to open locked doors. Player camera followed the player into the next room that the player is going too. We also picked a color palette we found to style our game.

During this playtest we introduced the idea of our game to the players and we allowed the player to do whatever they wanted. If a player had any questions we would answer. We asked players to provide feedback and their thought processes whilst they were playing the game. Some of the thoughts that we recorded are that:

- Boxes were hard to move
- Wasn't clear what objects were interactable
- Movement was fun but hard to get used to

Some of the suggestions we got during the alpha playtest were that:

- Players should be able to change the direction of the spin
- Touching a guard that hasn't detected the player shouldn't damage them
- Objects such as crates felt floaty and were incredibly hard to move
- Indicators of whether or not keys have been picked up were not implemented so implement those
- Guards were extremely hard to move around and were hard to run from as they initially instantly killed you

- Might be useful to have a indicator for where the player is spinning
- Might be fun to add some sort of coin pickups or scoring system
- Need to add a tutorial so that players know what to do

Following the alpha playtest we established the following goals:

- Make it easier for players to move
- Implement UI for keys, death, kill, etc
- Improve the AI for guards
- Add a system for coins/score also with corresponding UI

Thoughts about evaluation survey from in class

- Many players thought that the game was fun and innovative. Players also thought there could be a decent amount of technical challenge with what we wanted to implement in the future. PLayer also thought that we could meet the deadline.

Alpha Playtesting Report

The goal of this playtest was to create more levels, implement stylistic UI changes, create art, utilize audio, and fix bugs and build upon suggestions that we gathered from the alpha playtest.

Players

- Melody Perez
- David Perez
- Allyssa Johnston
- Caleb Short
- Ben Griscom
- Sarah Rapier
- Dan Sharan
- Brady Mitchell
- Ilya Vaschillo
- Various CSS-385 Peers

After the alpha playtest we decided to make it easier for players to move, as well as implement UI, improved AI, and a score system. We were able to complete our goals and also iterated on our UI design and menu during the process. We implemented sprites for our levels, player object, crates, and UI. We also made a CRTV filter to make the game have more style along with UI to represent health and coins of the player. Instead of guards instantly killing the player, guards would now deal 1 hp each time their body touches the player.

The script that we utilized for our playtests remained the same with the added features of score and a new level. Some notes we took on player behavior during this playtest are that:

- Many players didn't notice the health or score indicators going up
- Many players still thought that the crate was too hard to move
- Many players didn't pay attention to relevant tutorial text to
- Many players liked the sound effect art, and CRTV filter
- Many players thought that the strength of the CRTV filter was too much
- Players had a hard time reading text
- Players had hard time figuring out health packs vs coins

Players also gave the following suggestions (a lot of this can be found in the last section)

- Make it so that there was a clear indication of players losing and gaining health, although the health and score indicators were there, many players didn't see them update
- Make the guard have a sprite or asset that goes better with the art style

Following the beta playtest we decided on the following goals:

- Make objects easier to work with

- Make damage and health indicators clear
- Reduce strength of licking
- Add things to tutorial like:
 - Increasing and decreasing size of connector
 - Pickups
 - Text pop-up or animation to make the text more readable since players didn't read it
- Improving guard behavior
- Checkpoints
- Make it clear when the guard is taking damage and making it clear when the guard is aggroed to the player

Thoughts on evaluation survey from in class

- Many players thought that the game was fun and had replay value. Many players also believe that we could meet the deadline and that the game has improved, especially in style.

Beta Playtesting Report

The goal of this playtest was to allow players to playtest an almost finalized version of our game that implemented and completed many of the goals we set from the beta playtest.

Players

- Melody Perez
- David Perez
- Allyssa Johnston
- Dan Sharan
- Brady Mitchell
- Ilya Vaschillo
- Caleb Short
- Ben Griscom
- Sarah Rapier
- Elena Marwood
- Jasper Langston
- Various CSS-385 Peers

After the alpha playtest we set the following goals of: making objects easier to work with, making damage and health indicators clear, reducing flickering strength, tutorial changes, improved guard behavior, checkpoints, and fixing bugs. We managed to complete most of our set goals (except checkpoints).

The script we utilized during this playtest remained the same, allowing the player to experiment with new and existing features like tutorial and procgen. Some notes we took on player behavior during this playtest are that:

- Players thought some assets were misleading, like how some players thought table could be used on pressure plate

Players also gave the following suggestions

- Make the extension of the player object (A and D) clearer
- Make it so that the game is challenging even if player kills all enemies
- Leaderboard system or high score system
- Make it clear what objects are interactable. In this part of the playtest we introduced a table prefab that some players thought could be used like a crate on a pressure plate.
- Add option to switch direction
- Indicate that you can change the length of the connector in the tutorial
- Make it so that guards not in chase mode do not harm the player when they're hit

Players also encountered the following bugs

- Heal/damage make change level screen stuck as blue or red
- Guard cone visible after being detected
- Can go out of bounds in boss level

Playtester evaluation thoughts

- Most playtesters found the game to be fun and has somewhat replay value. Many players thought production quality was okay, this is probably due to bugs in the pause menu and in the tutorial. Players thought that the game was innovative and had a somewhat decent technical challenge.

After the beta playtest we set the goals of

- Creating a procedural generation system for the game that could scale through different rooms
- Creating more levels
- Balancing the boss level
- Fixing bugs
- Changing the tutorial level
- Power ups
- Music

Final Playtesting Report

The goal of this playtest was to figure out what we could do before the final submission based on player feedback.

Players

- Melody Perez
- David Perez
- Allyssa Johnston
- Dan Sharan
- Brady Mitchell
- Ilya Vaschillo
- Caleb Short
- Ben Griscom
- Sarah Rapier
- Elena Marwood
- Jasper Langston
- Various CSS-385 Peers

We managed to complete most of our past goals except for music and powerups.

We gave players the game through our website and allowed players to click on the play button and navigate through the different menus and click on any levels however they liked

Player thoughts and behaviors we noted

- Players thought the crate was hard to move
- Players liked styling of game
- Players liked experimenting with what they could do in regards to movement
- Players like sound effects
- Thought loading speed was a bit slow
- Boss level was frustrating or funny
- Like retro graphics style

Player suggestions we encountered:

- Allow the player to cause damage to enemies when you throw boxes/moveable objects around, and change cursor to have an effect when hovering over buttons
- Having an enemy just like the player to duel with their connectors
- More noticeable background music
- Add extra complexity in player physics (balls closer rotation becomes faster)

Players encountered the following bugs

- Stuck in tutorial level (can't rotate or move following going into a different room, or when spamming e to skip dialogue boxes)
- Pause menu was bugged
- Boss projectiles can go through walls or push player outside of the map

After the final playtest we planned to implement

- Bug fixes on tutorial to allow player movement
- Two new rooms for the procedural generation system
- Credits button in main menu, and when finish procedural generation mode

If we were to add anything else in the future we would probably add

- Time slow down
- Player save files
- Physics interaction with movement (rotation becomes faster when balls closer)
- More enemy types and rooms
- More sprites
- Story

Credits:

Francis

- Programmed door, key, pressure plate system
- Created UI, pause menu, and main menu
- Created two room for the procedural generation system
- Made first iteration of text boxes
- Built one iteration of tutorial

Jacob

- Programmed basic movement
- Programmed procedural generation
- Programmed lavaguard
- Create three rooms utilized for procedural generation
- Worked on smoothing out player movement
- Worked on Guard AI

Mickey

- Improved upon UI, making it more interactive and stylized
- Created CRTV filter
- Made the art and assets
- Created two levels
- Implemented sound effects and improved upon first iteration of text boxes
- Worked on Guard AI
- Programmed pickups

Rohan

- Created boss alongside boss level
- Attempted implementation of a level editor
- Improved guard behavior