

The Maiden  
A game in Twine made by Rutvik Kolhe and Varun Shah

Play-Test report

We asked our friends to play-test the game. We anticipated that exploring the game with all six endings would require about 30 minutes. The initial suggestions are summarized as :

1. The game was good, but images and background effects would make it more immersive.
2. We saw that by the second or third trial, players began to click more rapidly, sometimes by-passing some of the more interesting choices (according to us).

Responding to the reviews, We made the following changes to the game:

1. We added several images and added a background sound.
2. We changed the choice orders - Now the more simulating choices are on the top. We figured that a few people did not have enough patience to read all the choice options present and tended to go for the first choice; so now the first choice is the one which makes the story more complex
3. We added more choices and improved branching.

We again asked for the feedback from one of our friend, to comment on the improvements. He suggested:

1. To change the image of the haunted house as it wasn't suitable to the mood of the story..
2. The continuous looping music in background made it harder to focus on story text.

We implemented the final changes as follows:

1. Improved the image
2. Asked our friend to mute laptop voice if it made it harder for him to focus on game.

Making the game was a new experience - we realized that developing the story is actually far easier than deciding the story line (Maybe because this is a text-based game), and that led us to exploring a wide range of storylines and genres. The other major inconvenience was searching for tutorials on twine 2 (most of the documentation is of twine 1 {like how to add conditions and music} and is outdated).

Overall, we had a blast making the game.

Hopefully, players will have as much fun playing the game as we had developing it.