

1. The goal of a gameplay prototype is to form a solid technology foundation to build the game upon?

1 / 1 po

- ☐ True
☒ False

✓ Correct

That is correct. The goal of a gameplay prototype is to see if the gameplay shows promise of reaching your experience objectives. It should be build quickly, therefore it is not a solid technology foundation to build the game upon.

2. One of the goals of early prototypes is to fail fast?

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- ☒ True
☐ False

✓ Correct

That is correct! The quicker you can find problems in a design, the easier it is to fix them and the less time and resources you will waste.

3. Playable prototypes typically heavily involve artists and sound designers?

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- ☐ True
☒ False

✓ Correct

That is correct. Playable prototypes usually bring together the designers and programmers work, but not the artists and sound designers. That comes in during later prototypes.

4. The following are methods discussed to create gameplay prototypes, EXCEPT?

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- ☐ Physical Prototypes
☒ Theoretical Prototypes
☐ Paper Prototypes
☐ Digital Prototypes

✓ Correct

Correct. We did not discuss theoretical prototypes.

5. The following are essential playtesting questions you would ask for all games, EXCEPT?

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- ☒ Where would you play this game?
☐ Are there any suggestions for improvements?
☐ What do you NOT like about the game?
☐ What do you like about the game?

✓ Correct

Correct. While you could ask this question, it is not an essential playtesting question for all games.

6. When playtesting, you should try to take all of the playtesters suggestions and integrate them into future builds of the game?

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- ☐ True

☒ False

☒ Correct

Correct. You have to sort through the feedback and decide which feedback will enhance the game as well as balance the resources and scope of the project.

7. One of the hardest things you'll have to do when testing your game is...

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☐ ... asking a player to talk aloud about what they're doing.

☐ ... keep track of what the player is doing.

☐ ... convincing a player to play the game.

☒ ... not interfere with the player.

☒ Correct

Precisely. It is going to be REALLY hard for you to not help the player. But that is what you are there to learn. Particularly as you get later in development, if you have to intervene in any way, you're missing an opportunity to learn something.

8. When you're finished with a play test, what should you do?

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☒ Have the player complete a survey or at least talk to you about their experience.

☐ Immediately start making changes to your game to accommodate the player's comments and requests.

☐ Continue on course, no matter what.

☐ Throw your game out. They hated it.

☒ Correct

Of course! Don't just let them walk away! Talk to them. What do they like? What didn't they like?