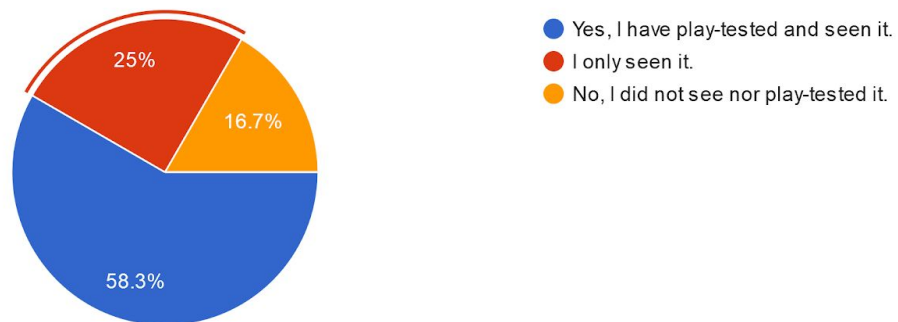# Playtest Report - Alpha (Milestone 1)

Number of playtesters: 12

Q1:

Have you playtested or seen this game in GAM200?

12 responses

- Yes, I have play-tested and seen it.
- I only seen it.
- No, I did not see nor play-tested it.

25%

16.7%

58.3%

Conclusion

Most of the playtesters have seen and playtested our game before, meaning that we will be able to get results that will tell us if we have improved or not from the previous playtest. There were a fair amount of playtesters new to the game as well, so we can get fresh feedback from people who have not experienced our game.
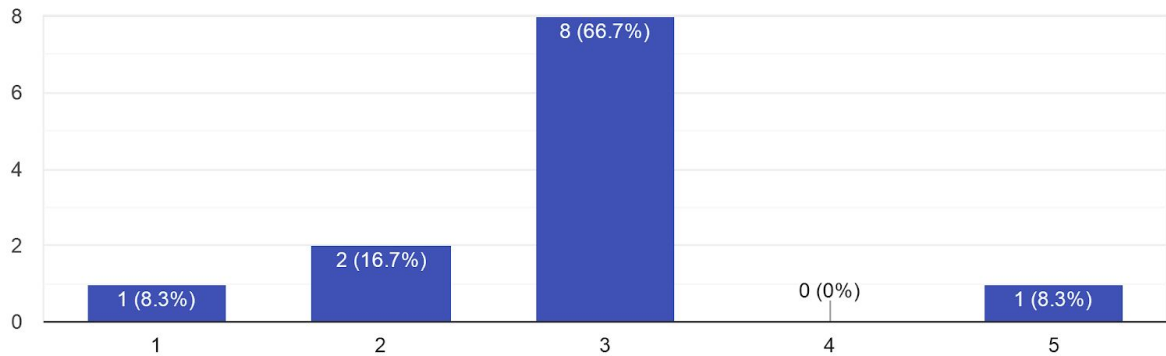
Actions taken

-

Q2:

How do you feel of the new mechanics compared to the previous in GAM200? (Put 3 if you don't remember)

12 responses

Conclusion

Most players do not remember the older mechanics of the game, which means that the previous mechanics were easily forgettable or hard to understand, however, for the playtesters who remember, they felt that the current mechanics were not as interesting or engaging as the previous version.

Actions taken

Improved the feel of the teleportation and added extra feedback to it to make the teleportation feel better.

Q3: For first timers, how do you feel about the core mechanic?

Playtester 1: "Using both the keyboard and the mouse at the same time feels a bit too much for me, especially if I need to press the direction keys, spacebar and the mouse at the same time."

Playtester 2: "hard to time my teleport interval"

Playtester 3: "It could have additional features"

Playtester 4: "Jumping"

Playtester 5: "hard to get it right"

Playtester 6: "It's interesting that we can teleport instead of the cliche jumping mechanic"

Playtester 7: "IDK whats goin on at the start but after ur tech team tell me I can spam triple teleport I ok"

Playtester 8: [No answer given]

Playtester 9: "intuitive and enjoyable to interact with"

Playtester 10: "It could have been better made use of"

Playtester 11: "Not as interesting as the Arrow teleporting"

Playtester 12: "it cool for the teloporting "

Conclusion

There is a mixed reaction to the feel of the teleportation mechanics, part of it is due to the lack of feedback for the number of teleports the player is able to take. The lack of information caused playtesters to get stuck on certain parts of the map, and are unable to figure out how to clear certain obstacles. Playtester 10's response made us think of different ways we could use our mechanics.
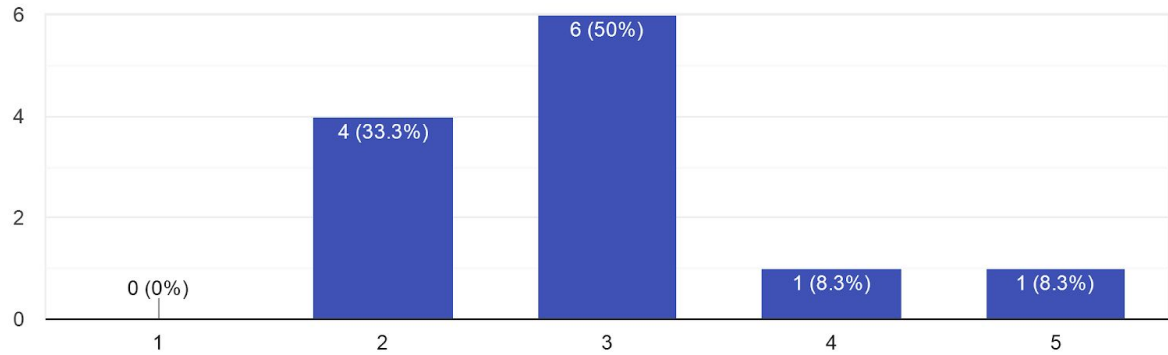
Actions taken

We have implemented a teleport counter that shows the player how many charges of teleport the player has left. Instead of just the final segment requiring the player to use both teleportation and changing forms, we adjusted the level so that players will have to combine the use of both mechanics to clear, but in a safe environment so the players can get used to teleportation and using the form change at the same time.

Q4:

How does the controls feel?

12 responses

Conclusion

On average, players were happy about the controls for the game, however, the 4 playtesters who did not like the controls are not to be ignored.
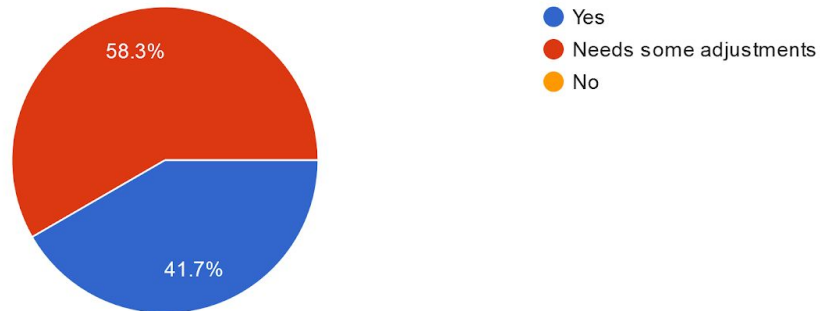
Actions taken

We keybind certain actions to multiple keys in order to test which keybinds would best fit the average player.

Q5:

Does the level metrics match well with the game mechanics?

12 responses

Conclusion

There are no negative views on the level matrix, however, playtesters felt that we could improve certain aspects of our level. One point of the level that was mostly brought up was the fact that the players did not like the fact that they couldn't see the next platform before taking a leap of faith downwards into what seems to be a pit.

Actions taken

We adjusted the map so that as long as the player had to drop to a lower level, the next safe foothold can be seen in the player's camera.

Q6: Feedback/recommendations that you would like to share

Playtester 1: "Add a visible counter showing the player how many times they have left which they can teleport for (3, 2 ,1)"

Playtester 2: "slow down the falling, make sure you only need 2 jump to reach the maximum platform, a bit too empty on the interaction in-between each spaces of the map"

Playtester 3: "Lag, Dont know whr to go"

Playtester 4: "Tutorial for the controls"

Playtester 5: be more lenient with the time window to chain teleports

Playtester 6: "Tutorial section at the start as to how to use the teleportation. Such as "aim here to teleport here etc." Put more obstacles such as the cliche spikes or something similar to give more of a "intense" feeling that you are to teleport without dying."

Playtester 7: [No answer given]

Playtester 8: "show the teleport distance"

Playtester 9: "when jumping down from a high cliff, please indicate in some way that the lower area is safe instead of looking like an endless pit. mechanics can be smoother and do show UI for blink cooldown . overall nice mechanics!"

Playtester 10: "Good mechanics but level design could be done better for more intriguing puzzles"

Playtester 11: "UI elements to show the charges of teleports you have so players don't spam click. (Maybe the UI to show the charge you have can be the mouse itself?) Also, low priority but I think you guys have potential for world building and storytelling through elements in the background. (Aka, in a game: bloodstains in a hospital and gun holes in the wall indicates the hospital was attacked- the player can interpret the story without having to watch cutscenes or looking through walls of text) Would love to see more elements in your game in the future!"

Playtester 12: [No answer given]

Conclusion

There were many useful feedback that was given here, examples would be playtesters 1, 2, 4, 6, 8, 9, 10 and 11. Each feedback can be narrowed down to having a UI to show the number of teleportation charges left, having a tutorial that shows the players how to play, show how far the player can teleport and adjust metrics so the player can have an easier time.

Actions taken

All the feedback was taken into consideration, and as such we now have an UI object that shows the number of teleport charges that dynamically change as the player teleports, an in-game tutorial that shows the player appropriate instructions when they need to use those mechanics, a cursor to show the direction and distance that the player can teleport to and we also adjust the level layout to solve all the issues the playtesters have mentioned.