Design Document

Eggsplosion

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# Playtests

## Playtest 1

16/5/2022

### Process

The first playtest was conducted with our minimal viable product. We had our placeholder map layout, basic combat, basic sound design and vfx. We had three groups of people coming in to test our game. Two of these groups were a duo while the third one was a group of three. They all filled in our questionnaire as a group, meaning we only have three results even though seven different people tested our game.

The form used for the first playtest can be found [here](https://forms.gle/HoCXajHsVbyqWLfU6).

### GUESS-18

To process the results we have used a GUESS-18 format. This is a psychometrically validated gaming scale that assesses nine aspects of video game satisfaction.

The GUESS-18 can be applied to assess many different types of video games.

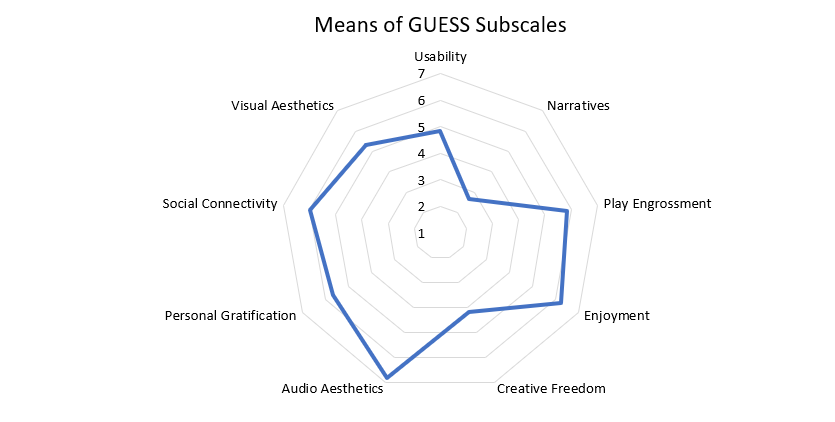


Figure 1 - Means of GUESS Subscales

### Results

To the right you can find the results of our playtests.

The parts that received the highest scores were Audio Aesthetics, Enjoyment, Social Connectivity and Play Engrossment.

The parts in which the game is lacking are Narratives, Usability, Creative Freedom and Visual Aesthetics.

To iterate further on our current prototype we took the liberty of making an Octalysis graph.

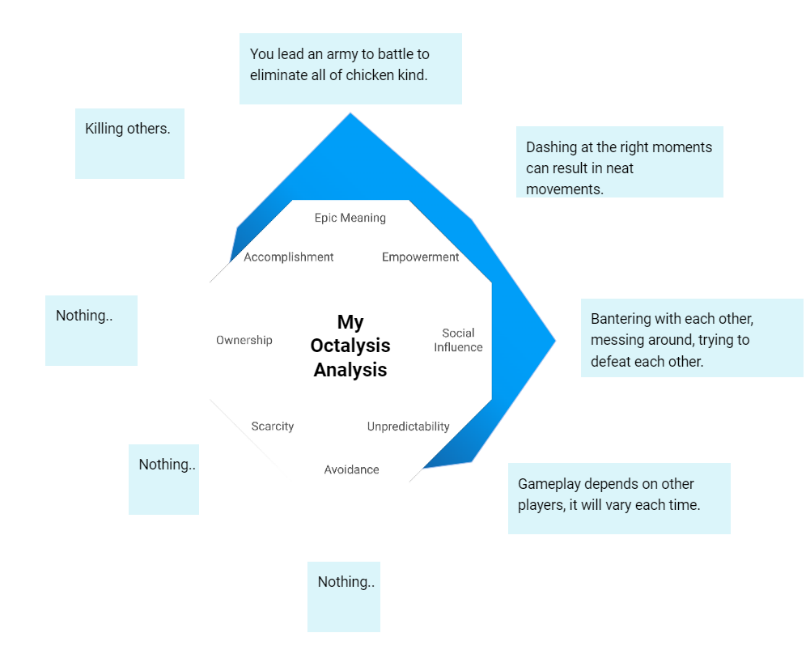


Figure 2 - Octalysis graph

We are clearly lacking some aspects right now, most of these will all be added in the coming weeks. It is good to see that we already have our epic meaning as well as social contact between players.

## Roadmap



Figure 3 - Our roadmap for the coming weeks.