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SCHISM GAME DESIGN DOCUMENT

Overview

The basic idea of the game is that players must find an equilibrium: in light vs dark. When it is dark enough specific collectable gameObjects are enabled. When it is light enough -- the way won't be alight. Starting, most of the basic items will be primitive objects aside from the more specific detailed objects I can make in ProBuilder. *This game design document is constantly updated and will have changes and highlights to reflect that.*

Theme

The game adheres to this month's theme by needing to maintain a balance to progress. Too light is damaging and too dark will make it hard to see; the player will need to play both sides in a simple way of standing still makes it darker and moving makes it lighter. If the player moves fast within a specified limit the overview will be progressively lighter however, the more the player stays still it will get darker. In this way the player plays both sides of light and dark to maintain an equilibrium, it is not light vs. dark, as in good or evil. But in darkness and light.

The hardest part in choosing a mechanic to represent this is the creative factor. Making the player control their main controller and then another in lieu of a puzzle seemed a bit too uninspired. Due to this, I thought to myself, what is a different approach to playing both sides? Then I came up with what I have below. More specifically, it's an intricate puzzle where players must weigh in between light and dark, to find objects and move onto the exit.

Detailed Mechanics

The main mechanics of the game are interacting and walking.

Goals

The goals are:

- Get to the end of the level, with a specified neutral number.

Rules

Win:

- Reach the End of Level

Lose:

- Death by Light
- Death by Dark
- Death by Motes

Actions

The player will be able to:

- Basic WASD Movements to move in FPS
- Click on and off light sources
- Interact to collect objects

Transitions

How the game transitions from one state to another

- When the player progresses to the end of a level, the game will transition to another level.
- Upon death, there is a:
 - DeathState (By Light, Dark and/or Mote)
- WinState
- MainMenu
- MainMenu to Controls
- GameState to PauseState
- PauseState to Quit Game
- PauseState to MainMenu

Items

Everything the player can interact with

- HadesCoin Pickup (Simple CoinShape Object)
- Motes (Black and White floating Kinematic & Gravity Objects with a health system), this is yet to be implemented and likely will be by Milestone 4. Change of plans, for now this doesn't fit the project scope, but I will likely be continuing with this project)
- Tears (Finding Tears to Repair; a Simple Stick or Lightning Bolt like thing)
- Time Stopping Orbs (Stops the time float for a period of time before continuing, instead of stopping time. It resets the LightScale to 0)
- HiddenBridge (A passive object; the player indirectly interacts with it)

Setup

The initial state of the game/level(s):

- Coins are set to 0.
- lightScale float is set to 0/Neutral.
- Player is placed in a starting area.
- By default, lighting is normal.
- By default, both motes are invisible.

- intMotesCollected is set to 0;

Diagrams

Below are diagrams that will be updated and omitted during the process of creating this -- it will be iterated in the same faucet as the game. This would also be the development log of sorts as well.

Actions and Results - For Input Presses

<i>Actions</i>	<i>Result</i>
E / RMC	Raycast hit layer for interaction → Turn On or Off // Interact
W,A,S,D	Movement
ESC	Pause Game -> on or off
Space	Jump
~	QuitGame

Psuedo-Code (was used as a template for lightscale for when I got my laptop back)

```
float lightScale;
```

```
lightScale >= 20; // light
```

```
lightScale = 0; // Neutral
```

```
lightScale <= -20 // Dark
```

```
if (lightScale <= -20)
```

```
{
```

```
    DarkMote.SetActive(true); //When dark motes are enabled, the light motes are disabled.
```

```
    LightMote.SetActive(false); // instead of motes this now hints to where light is
```

```
}
```

```
public void NeutralStates() {
```

```
    if (lightScale < 20 && lightScale > - 20)
```

```
    {
```

```
        DarkMote.SetActive(false);
```

```
        LightMote.SetActive(false);
```

```
        DarkCollections.SetActive(false);
```

```
        LightCollections.SetActive(false);
```

```
    }
```

```
}
```

```
void Update() {
```

```
    NeutralStates();
```

```
}
```

The Motes will use the StateMachine from the Sneaky Sneaky project that will be credited, the player may be followed and harmed by the motes of light and dark. The neutral zone of them being disabled/not hurting is in-between -20 and 20. This specified number is the starting point. The reason why I choose this is because I don't necessarily want this to be a simple 'walking' thing.

LightScale States

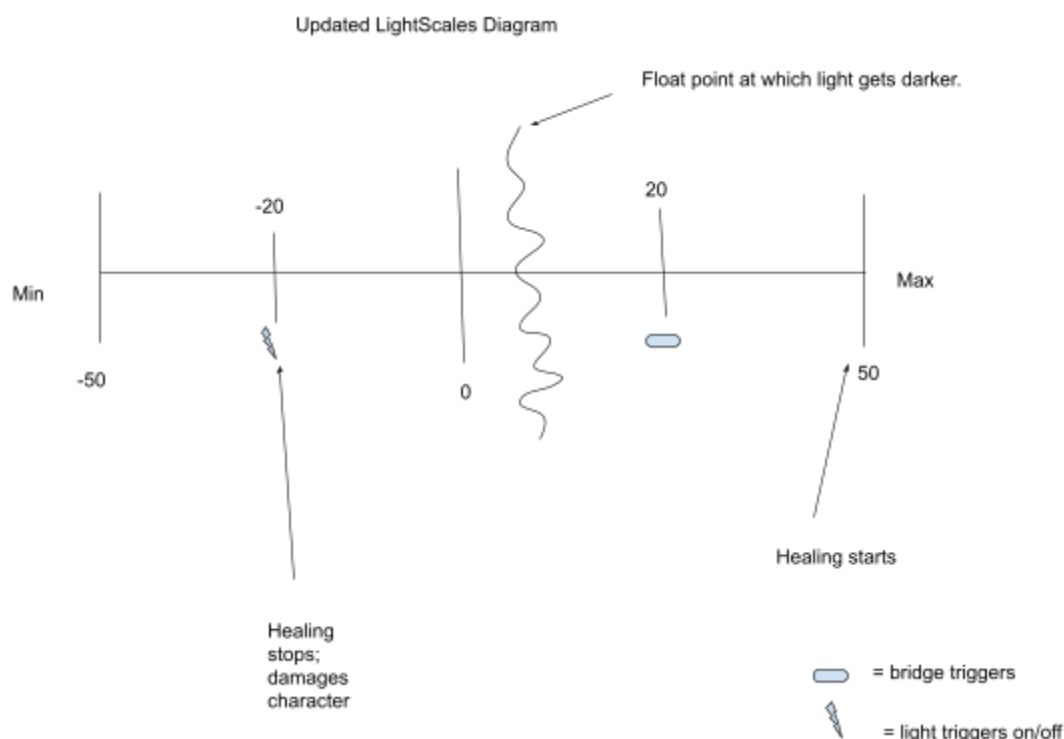
If the light is over 50, [REDACTED] and make it hard to see. This is something that I had to change due to how I'm using the "if and else if" statements. Light will actually heal if it is at the 50 threshold.



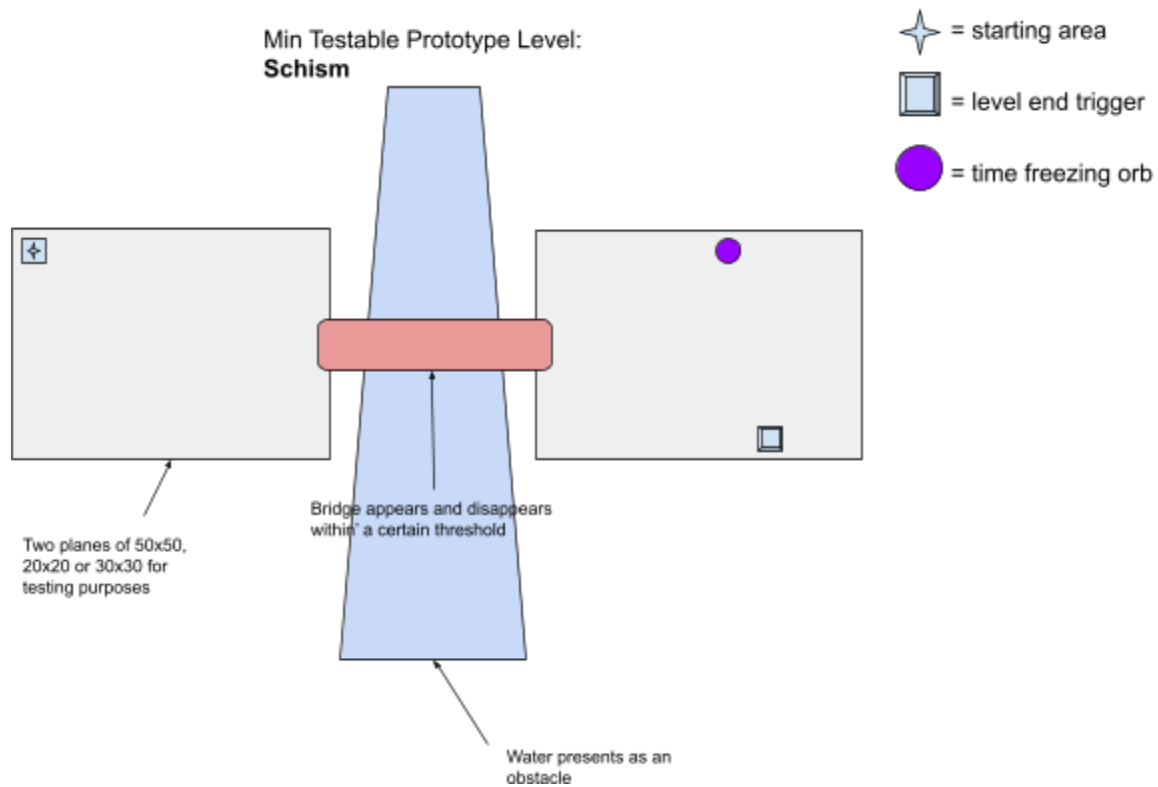
If the dark is too much, -50, the player will hear things and makes it hard to see. This is also much harder to implement than anticipated, less the 'hearing' things (which is a simple active and deactivate) and more the making it hard to see. It requires more knowledge about lighting and as of 2020-06-18, I am already having troubles making sure the game doesn't break entirely.

The way this is done is by simply deactivating and activating gameObjects that are holding an audioSource and such. Using nested if and else if statements. Negative 20 and Positive 20 are placeholder triggerNum for activation of these things. The reason why I'm using these numbers specifically is because -50 to 50 is a good threshold from what I tested after I got the feature working. When I made it go from -100 to 100 There was too much of a drop off to allow for the player to heal when they start to move things again; by the time the float reached the proper number to trigger the healing it would be too late, and they would already have died.

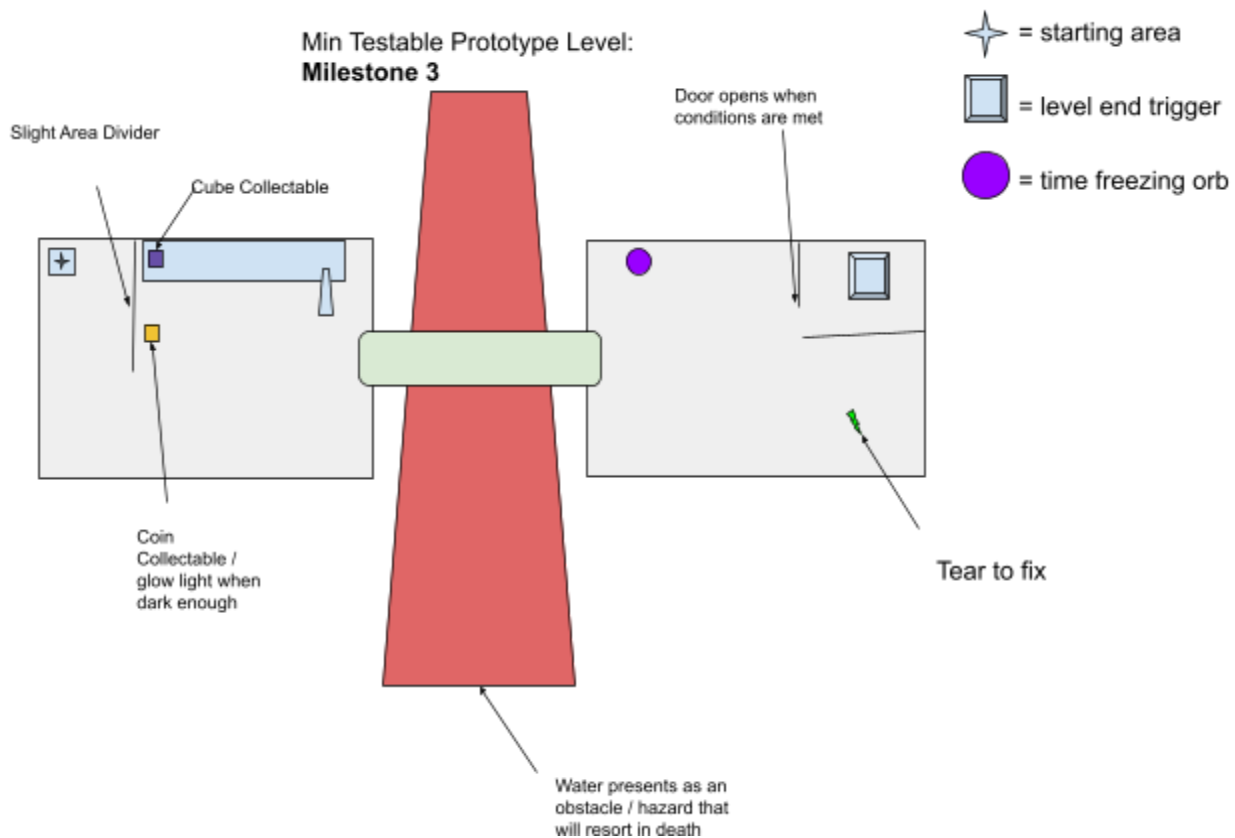
With the number being twenty -- this is less so the case. Below is a more updated version of a diagram, the previous one was haphazardly made on the phone.



Level Layout



2. Basic Mechanical features are done: Need to create a workable level to play in.



Milestone 2 Playtest Report

Individual Playtests

Playtest # 1

Name: Terrance Finch

Age: 22

Gender Male

Gaming Experience: Yes

Observations:

- "He found the concept of the game to be unclear in its current state." Which is an interesting assessment that I've seen so far. I did allow him to go in fully blind.
- "The trigger points were found to not be fully functioning for him." This is a point that does make sense -- he might have been able to find the collectables but everyone else had a significantly harder time.
- "He felt that death was occurring randomly." - This was hard to discern, not enough information was given to inspect this problem. The answers are entirely too vague.
- This is one playtest that is difficult to gather data from while there are three points plainly stated; compared to the others it doesn't quite make sense for the overall difficulty to be said as Easy while the Enjoyment is Interested; or even how they got stuck but still said it was easy.
- An assessment on this playtest is that I want to say it's an outlier -- but the observations that were given are entirely too vague to draw up a conclusion on this playtest.
- Albeit, the player stated they were interested in the forms. It is unclear to me if they were bored, critical or taking the playtest like it was a job. Indifference was the feeling from this.

Length of Play: 5 mins

Got Stuck?: Yes

Overall Difficulty: Easy (1)

Overall Enjoyment: Interested (3)

One thing they liked?: N/A

One thing they would change?: N/A

Playtest # 2

Name: Nabors

Age: 28

Gender: Female

Gaming Experience: Yes

Observations:

- "It didn't matter how slow I moved the blinding white still happened, making it very hard to see and play for long." This is entirely valid and a detriment to how the mechanic should be, it's supposed to get darker when movement stops but the blinding white light as they said still happened. Though this is due to the fact that it's going entirely by magnitude change which would require a full stop to stop it from getting brighter.
- "I couldn't find a key or any items interactable in the level." Understandable, this and the above reason is likely why their enjoyment is at a 1.
- The overall difficulty and overall enjoyment for this person makes sense. It was too difficult and the screen was too blinding for them to even want to attempt to continue on.
- "The music was nice and the health depleting is a good mechanic." This person said that they enjoyed the music but also felt that the health depleting is a worthwhile mechanic. This is a good thing -- I specifically have the chosen music to stop slight neuroticism while playing of perceived threats.
- This person seemed more than a bit frustrated by the mechanics of the game; thus they gave it the lowest rating in enjoyment and took the least amount of time to play it.

Length of Play: 3

Got Stuck?: Yes

Overall Difficulty: 5

Overall Enjoyment: 1

One thing they liked?: The music

One thing they would change?: The blinding whiteness and fix the interactable items

Playtest # 3

Name: Heyen

Age: 27

Gaming Experience: Yes

Gender: Male

Observations:

- "Couldn't complete 1st Level. Light would eventually get too bright, so that the entire level is nearly white. It made it impossible to see anything other than (a green, particle effect, animated sphere and purple box) nothing happened when they interacted with these items."
- "Bridge flickers in and out of the scene. When walking on it, it causes a bouncing effect on the player controller."
- "This goes with the first observation: I tried 5 times to get a good view of the area before it completely turns white. The only thing I noticed was a terminal-like object to the left of the starting area with a button. I assume that is usable when a key item is found. I unfortunately was not able to find any items either due to the interactivity of the above mentioned items is not working or I cannot find them with the brightness so high. I would strongly recommend either bringing the light's max intensity down or allowing the light's intensity to decrease when the player is not moving and taking damage."
- "The overall mechanic is awesome and very unique. The idea of having to balance out movement for taking damage while also having to account for visibility is amazing. I think with some tweaks to this mechanic you will have an awesome game! "
- This person has given the most amount of information to go through; they felt the game was highly difficult but overall enjoyed it -- and spent the most amount of time in it. This might be a correlation between the most amount of time played and having a max overall enjoyment from the scale. Which would mean that they thoroughly tested the playtest.
- The light being too bright is a common theme, and still is with this playtest. Albeit, they were able to see the three specific objects. The only one missing from this is the red glow of the slot from being dark.
- An interesting thing about the red slot is that they assumed that the 'terminal-like' object was usable, it's not but since it's absent of other objects I can see how it can give the assumption of that being important.
- This playtest made me figure out the problem with the lighting. There was enough information to allow me to test things enough to figure out the only reason why, for this build, that the lighting wouldn't go down. Which was due to the second if statement not being an 'else-if' statement.
- The bridge flickering in and out of the scene is working as intended. But the player feels like it is a bug.
- Overall, this person seemed happy and very interested in the build. They took their time to see through it all.

Length of Play: 9

Got Stuck?: Yes

Overall Difficulty: 5

Overall Enjoyment: 5

One thing they liked?: The main mechanic as I said is amazing. It was really neat having to manage health while worrying about affecting the visibility of the level.

One thing they would change?: I would definitely change the way the level's light source intensifies. It ramps up way too fast and there is no way to reverse that I could find.

Playtest # 4

Name: Williams B.

Age: 24

Gaming Experience: Yes

Gender: Male

Observations:

- "The mechanics were interesting that it kinda forced you to keep moving and staying engaged with the game." - This likely contributed to the enjoyment being fun, the mechanics of the lightscale kept them constantly moving otherwise the health would deplete.
- "the atmosphere was set well by the music and how it fits with the game" - The neuroticism factor would definitely have increased if there was likely no music or a more aggressive type than what it is now. Right now, from what Williams said this is good to the type of extroversion I was going for -- not too much, but not too little.
- "the objectives in the game are very well noticed when looking for them to believe that are well made and easy to spot" - This is one case where the person is able to discern where the needed objects to progress through the level are. The particle effects and colors are a decent indicator.
- This person's results is currently the more midrange out of the four. The Difficulty and Enjoyment of this build are both firmly in the middle.
- Interestingly enough, the time of length is only five minutes but they didn't get stuck and they found it difficult by a factor of 3.
- This continues the trend of liking the mechanics of the game, which is represented by the overall enjoyment being a 4.
- What is interesting that the put that so far no one else hadn't thought of or omitted is that: there are two things that feel off to them about how the player moves. The walk speed and the looking speed. They wanted them to have a smoother feel. Which makes me wonder if that was good would their enjoyment go up to five and might the difficulty stay the same or lower.
- This person was slightly frustrated but not by too much: the music helped keep their frustrations down.

Length of Play: 5

Got Stuck: No

Overall Difficulty: 3

Overall Enjoyment: 4

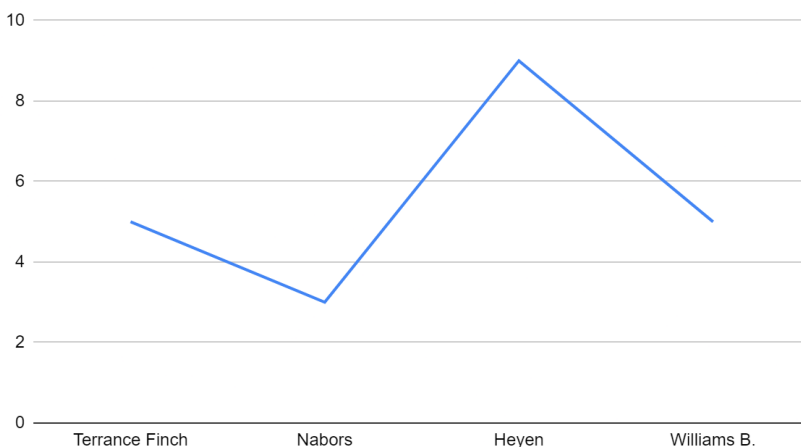
One thing they liked?: the thing i liked most about the game were the mechanics

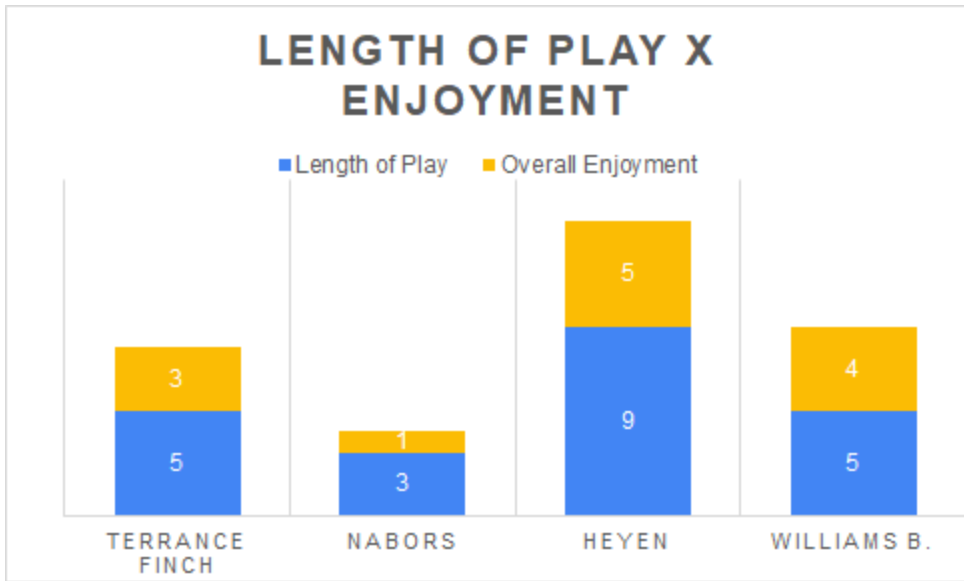
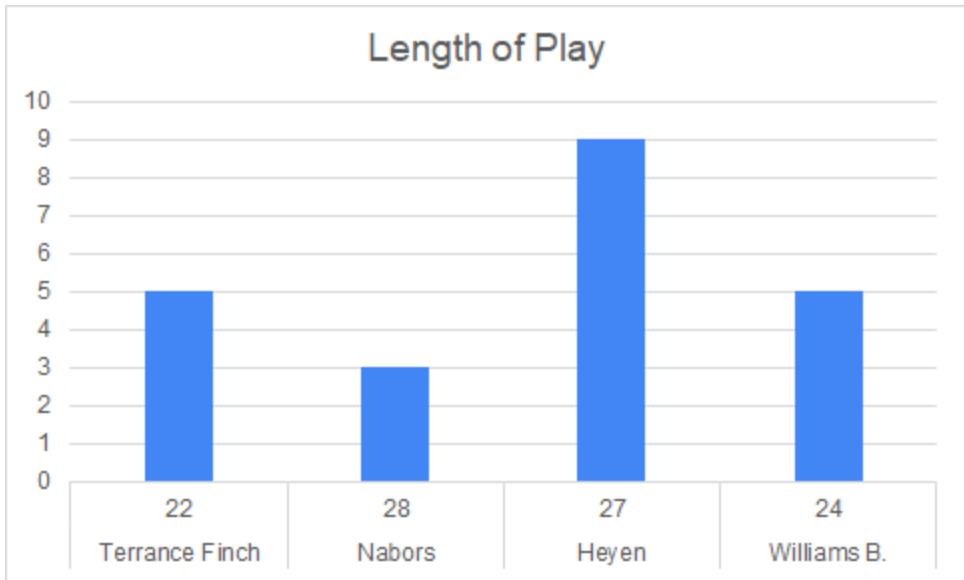
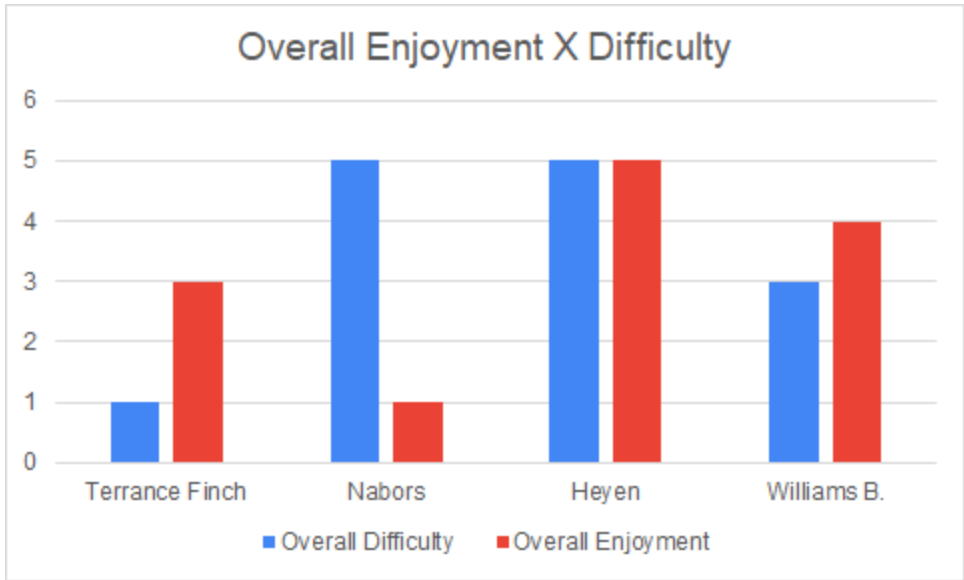
One thing they would change?: possibly the walk speed or the look speed to have a smoother feel to them

Analysis

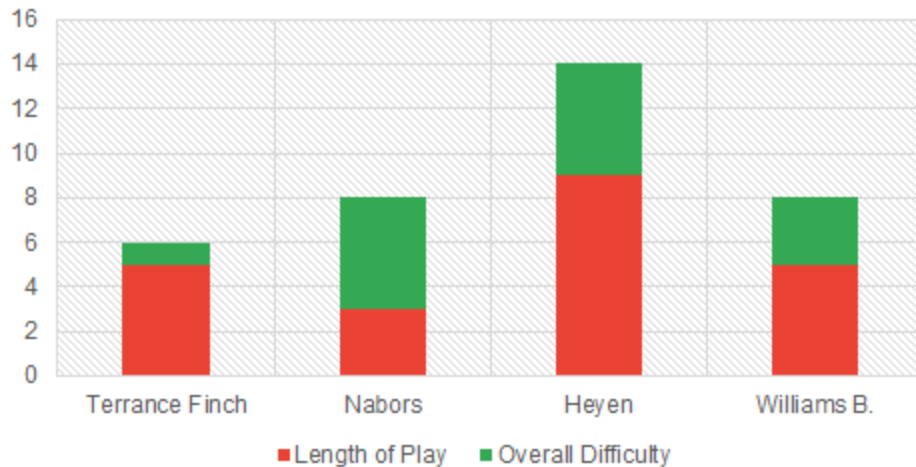
1. Aggregation of all playtests
2. General trends noticed
 - Almost everyone said that the health depletion mechanic was interesting.
 - The blinding light made it impossible to see the collectables; as it wouldn't go down no matter how hard some of them tried.
 - Men tended to be a little more interested in the game.
 - Everyone generally thought that the difficulty of the game was high.
 - One felt that death occurred randomly, while others noticed the health depletion mechanic was tied to movement.
3. Conclusions drawn from the collected data
 - The general depletion mechanic is in fact a good idea and that it does play into the playing both sides; as the need to move, and stop at certain intervals to make sure not to affect visibility.
 - There needs to be something that possibly says that if they move too much the light may be intense.
 - The enjoyment of the mechanic is what is allowing the enjoyment to be somewhat mid ranged.
 - There needs to be more data collected to see the correlation between Overall Enjoyment and Difficulty.
 - The average length of play is around 5 minutes. The first graph shows that Nabors had the least amount of time played(3), Heyen had the most amount of time played(9) and with a median of 5 and a median of 5.5.
 - A total of 22 minutes were spent altogether on the build.
 - The standard deviation between time spent is 2. Which means that of the average amount of time in the build there is a standard drop in time of 2 above and 2 below.
 - The mean on the difficulty is 3.5. The median is 4. Meaning that the average playtester finds it to be difficult in some way.
 - The mean for the enjoyment is 3.25 and the median is 3.5. Meaning that the standard player finds the game to be somewhat enjoyable but could be better.
 - Collectables need to be a bit more visible or noticeable for players.
4. Charts and Graphs

Length of Play

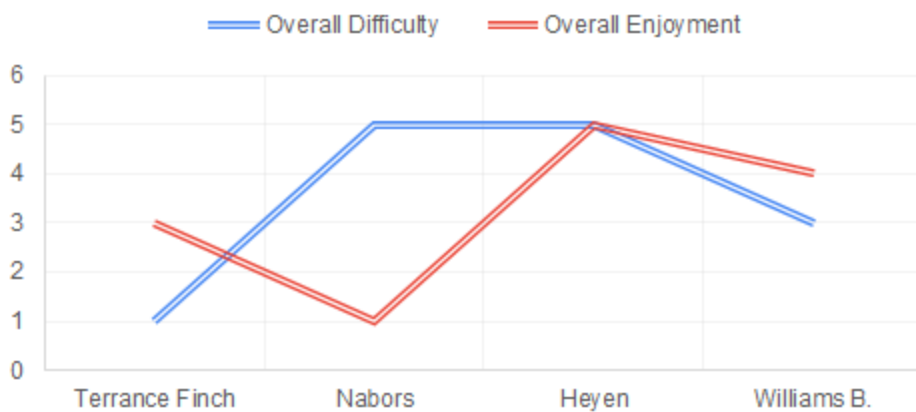




Length of Play X Difficulty



OVERALL ENJOYMENT X DIFFICULTY LINE CHART



Action Plan

- Based on conclusions, what are you going to do about it?
 - The blinding white light is something that is intended as a feature. Since it tells the person that they are moving way too fast. The problem that is presented is due to it, it seems to stay and won't go away even when the player is standing still for an "x" amount of seconds.
 - For the most part, I need to figure out what makes it enjoyable and if I can get another woman to join in on the playtest -- to see what makes it not enjoyable; Nabors may be an outlier but more results will see if that is truly the case.
 - To see if some of these changes are implemented correctly, I will have one of the previous playtesters try the next build and see if the changes are satisfactory. However, of course, one of the 4 unique playtesters information will be used for milestone 3. To see if there is a change in what they originally put.
 - There needs to be some tweaks to collectables: the lighting is good, but it's not enough. I need to create a sound for picking up objects (deactivating) and quite possibly a sound that will faintly play if they are near the object. When near: for the box, I'm thinking a very dull ringing sound when it's dark enough, a soft drone from the tear would be good and the coin might not have a sound.

- I need to add a raycast interaction to pick up objects instead of simply ente
- 2. Should be SPECIFIC **MECHANICAL** changes not generalizations
 - A specific mechanical change I need to make it so make the light go down by a lot more, and figure out how. More accurately, how much magnitude is being forced and how quickly it goes. I need to make the interactables draw the players attention in a bit more.
 - I need to change exactly how far the "MainDirectionLight.color += (Color.white / 1.5f) * Time.deltaTime;" goes to make it get lighter slowly rather than quicker.
 - I need to see about making the CharacterController feel a bit smoother, and likely a tad quicker.
 - A change to this might be adding a math float clamp to the light scale -= or +=.
- 3. How do you expect this to change the player experience?
 - The blinding white light shouldn't stay for too long; that ampt up the difficulty and made it unplayable.
 - There should be a smoother transition between the light darkening and the light becoming brighter; which will make for a lesser difficulty.
- 4. What will you add to/change in the playtest process (form) to make sure?
 - I will add more information about the light levels, I need to put more into the gaming experience. More specific observations. I'm also curious to know if they felt that the difficulty of it felt justified.
 - Adding more information to collect about how people feel when playing the game.
 - Adding additional information about how they feel about the collectables; and that should just about cover all that I discovered in Milestone 2.

Milestone 3 Playtest Report

Individual Playtests

Playtest # 1

Name: Leonard, C.

Age: 31

Gender: Male

Gaming Experience: Simulation, Role-Playing, Action & Adventure, Strategy, Fighting, Shooter, MMO/MOBA

Observations:

- The first thing that put was they were extremely confused with what to do. Which makes sense considering how they put it.
- I've noted that they were frustrated by the game; which is evident seeing as the difficulty is 5 and the enjoyment is rated at 3. The light was extremely blinding to them.
- The fact that it was a new and interesting experience is likely why it is rated as a 3 for enjoyment. Otherwise, I wouldn't have been surprised if they put a 1 or a 2. Considering how frustrated they were.
- "I had"
- "No idea"
- "what to do after picking up the ball"

Length of Play: 5 mins

Got Stuck?: Yes

Overall Difficulty: 5

Overall Enjoyment: 3

What made it difficult: I couldn't see or I couldn't live, that's hard

What made it enjoyable: Absolutely new experience.

What feelings did the game invoke from playing: Curiosity, Frustration, Surprise

How blinding is the light: 10

Was the dark, dark enough: 8

Was you able to see the color of the objects through the fog: Yes

Was you able to see the color of the objects through the intensity of the light: Yes

How effective was collectibles grabbing your attention during low-light levels: 5

Did the lighting levels change in a smooth, or as expected way?: Yes

How hard did you try to interact with a collectible?: sometimes i had to press E several times, I even attempted to click on them

Did the game feel like it adhere'd to the theme?: Yes

One thing they liked?: The uniqueness of the game.

One thing they would change?: Less time standing still required to dim light.

Playtest # 2

Name: Guess J.

Age: 21

Gender: Male

Gaming Experience: Simulation, Role-Playing, Action & Adventure, Fighting and Shooter

Observations:

- This person felt tripped out by the game and was surprised that they completed it somehow. This is interesting because although things were for the most part, haphazardly thrown together the player innately made sense of their environment to figure out where to go.
- They found that the dark was dark enough to see objects. Since the color was easy to see they were able to grab the objects -- they were surprised at themselves for beating it and very confused.
- Despite being confused and surprised, they didn't give the overall enjoyment a low rating. They were mildly enjoyed in some form by the game.
- "What the actual mind altering drug was this game."
- "I somehow managed to complete it yet i don't know how or why."
- "It's hard to tell where to go and what i can stand and not stand."

Length of Play: 5 mins

Got Stuck?: stumbled, but continued.

Overall Difficulty: 4

Overall Enjoyment: 3

What made it difficult: I couldn't really understand where I was or what I was going to do.

What made it enjoyable: I managed to complete it.

What feelings did the game invoke from playing?: Curiosity, Fear, Frustration, Surprise

How blinding is the light: 7

Was the dark, dark enough: 10

Was you able to see the color of the objects through the fog: Yes

Was you able to see the color of the objects through the intensity of the light: Yes

How effective was collectibles grabbing your attention during low-light levels: 3

Did the lighting levels change in a smooth, or as expected way?: Yes

How hard did you try to interact with a collectible?: i tried interacting with E like the controls said but it required a mouse click

Did the game feel like it adhere'd to the theme?: Yes

One thing they liked?: the trippy atmosphere was just mind boggling, and felt like a perspective matters game.

One thing they would change?: I'm not quite sure. I'm still wildly confused about what I just did.

Playtest #3

Name: Rykala, K

Age: 26

Gender: Male

Gaming Experience: Simulation, Role-Playing, Action & Adventure, Strategy, Fighting, Shooter, MMO / MOBA

Observations:

- This tester thought that the player moved a little too slow but he spent the most amount of time playing it. They deduced that speed was important in some way with the game but not exactly how.
- The game was a little more than enjoyable and they found the idea of the game to be novel. As well as despite not being able to see objects through the light.
- Their enjoyment might have been fulfilled by the expectation of something happening.
- "At some point, the light became bright, too bright. I wasn't sure where I can go. I fell a few times because I didn't see the bridge."
- "I saw the collectibles have color lights but when the room got brighter I had a problem seeing those lights."
- "I think life is reduced too fast. In the beginning, I died before I realized what I have to do. A good idea will be to show somehow that player is healing and getting damage."

Length of Play: 10

Got Stuck?: stumbled, but continued.

Overall Difficulty: 3

Overall Enjoyment: 4

What made it difficult: Light

What made it enjoyable: I was curious about what will happen.

What feelings did the game invoke from playing?: Curiosity and Surprise

How blinding is the light: 8

Was the dark, dark enough: 6

Was you able to see the color of the objects through the fog: Yes

Was you able to see the color of the objects through the intensity of the light: No

How effective was collectibles grabbing your attention during low-light levels: 5

Did the lighting levels change in a smooth, or as expected way?: No

How hard did you try to interact with a collectible?: I just grabbed them

Did the game feel like it adhere'd to the theme?: Yes

One thing they liked?: Fresh idea

One thing they would change?: For now, maybe way how the player can change walking speed

Is there anything you would like to comment on that wasn't asked in a question?:

Playtest # 4

Name: Harris, J.

Age: 29

Gender: Male

Gaming Experience: Simulation, Role-Playing, Action & Adventure, Strategy, Fighting, Shooter and MMO / MOBA

Observations:

- This player fully enjoyed the game and it was likely due to the concept of the game.
- Despite that the collectibles didn't fully grab his attention. In low light levels, which is odd.
- Although this player found the game to be overall extremely enjoyable, they got stuck.
- "I only got stuck on the ending screen, as there was no way to return to the main menu or quit"
- "Wasn't clear if there was a way to remove the light that appeared after walking too much. Even with some experimenting I couldn't get it to go away, don't know if it was supposed to be possible or not."
- "The display for health was quite small"

Length of Play: 5

Got Stuck?: Yes

Overall Difficulty: 3

Overall Enjoyment: 5

What made it difficult: the light was blinding and wasn't immediately clear if I could reset it somehow.

What made it enjoyable: I would say the atmosphere, the music and concept made for a good enjoyable combination. First test I actually enjoyed playing.

What feelings did the game invoke from playing?: Curiosity, Surprise and Anticipation

How blinding is the light: 8

Was the dark, dark enough: 8

Was you able to see the color of the objects through the fog: Yes

Was you able to see the color of the objects through the intensity of the light: Yes

How effective was collectibles grabbing your attention during low-light levels: 2

Did the lighting levels change in a smooth, or as expected way?: Yes

How hard did you try to interact with a collectible?: was very easy, didn't remember what I read in the controls but still figured it out quickly

Did the game feel like it adhere'd to the theme?: Yes

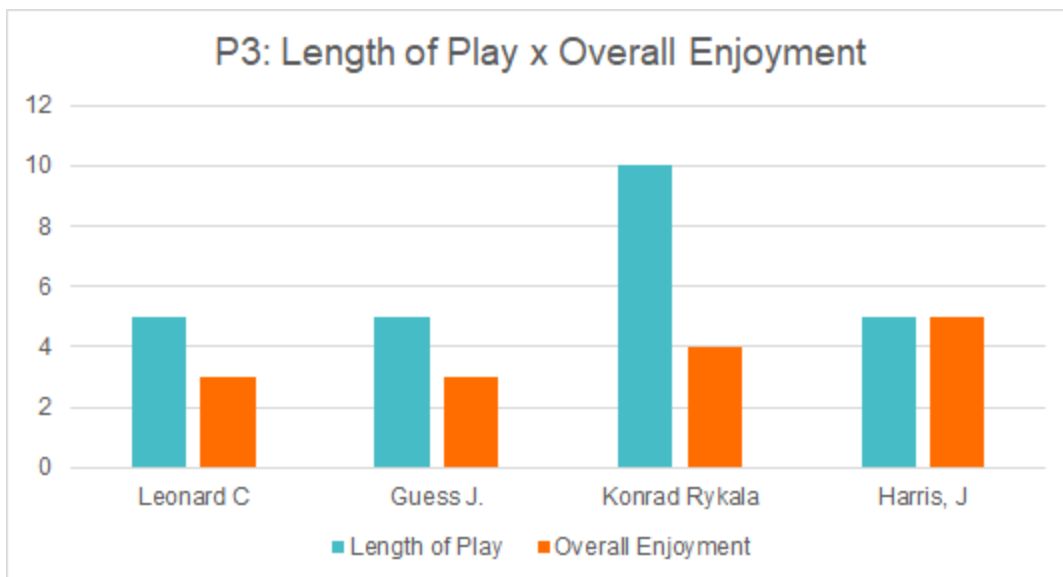
One thing they liked?: It was a very interesting concept, I found the color and scheme and the change from dark to light interesting.

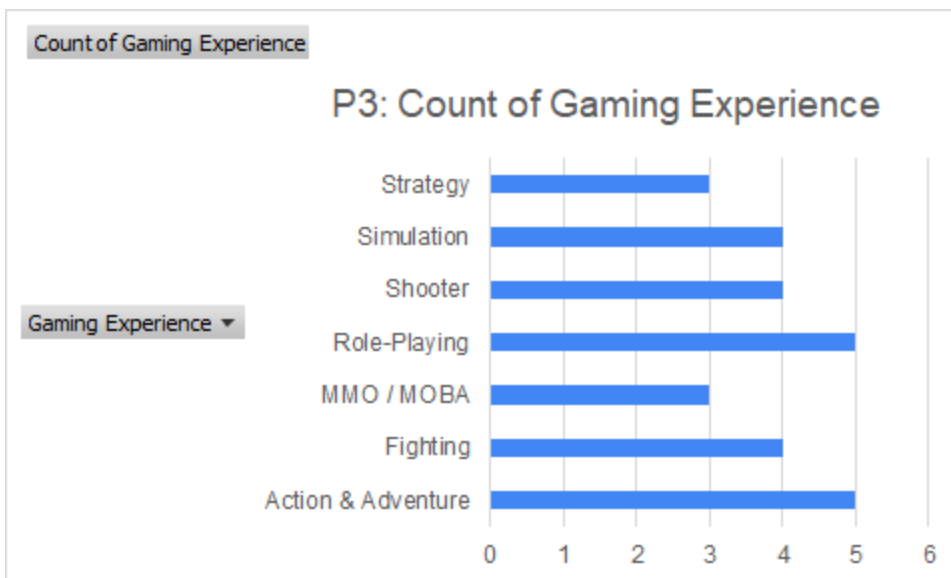
One thing they would change?: After I triggered the brightness it only went back to dark once and I have no idea how I triggered that. It went back to bright for the second time and I collected the items and completed the level with it being bright. That said I would make the light somehow obscure the items more and make it more obvious as to how to bring back the dark.

Is there anything you would like to comment on that wasn't asked in a question?: First game I tested I enjoyed playing. Great Job!

Analysis

5. Aggregation of all playtests
 - Total Time Played: 25
 - Average Difficulty: 8
 - Average Enjoyment: 3
 - Average Time Played: 6
 - Most Feeling Felt: Curiosity
 - Max Age: 31
 - Average Age: 26
 - Lowest Age: 21
6. General trends noticed
 - Everyone had a bit of difficulty with how to interpret the mechanics.
 - As opposed to the last playtest, most of the people who played found the difficulty of the game to be “Normal”.
 - Also opposed to the last playtest, the results were mostly on the end of enjoyable, to completely drawn in.
 - Curiosity and Surprise factored into the enjoyment of the game.
 - There was an outlier of one person finding the game’s light to be extremely blinding and the same of only one person finding the darkness to be very dark.
 - ¾’s of the playtesters found that the lighting levels changed in a smooth, or as expected way with one outlier of no.
7. Conclusions drawn from the collected data
 - Most of the difficulty derives from the fact that there aren't instructions given in clarity.
 - Most of the enjoyment is out of curiosity, surprise and novelty.
 - Most people playing are curious out of what might happen, and spend a fair amount of time in the game rather than simply getting the collectables and leaving.
 - No one answered no to not being stuck; everyone was stuck in some form or another but half was able to continue playing.
 - The UI needs to be tweaked because it’s somewhat adding to player difficulty and is not helping with their confusion.
 - The other reason for player difficulty is that they're not getting enough feedback or it’s delayed.
8. Charts and Graphs





Action Plan

5. Based on conclusions, what are you going to do about it?
 - I need to fix the UI and add more to the level: lights and create additional assets. If I can I need to create a UI element with the circle that will display whether the light levels are negative or positive. This can be done in a simple if statement with `LightUIImage.sprite` switches, between white, black and grey. The problem is how to fill the circles.
 - The more intricate problem is that I need to fix the IPM of the game. Which might be one level which lets the player meet two conditions for lights. A second that is a small room for picking things up to trigger an exit and the third which is the level that I've been using.
 - The directions also in need of extensive refinement. It's too vague with not enough clarity to allow players to know what they do. For now, they are going about using intuition more than from the stated directions. Which is adding to player difficulty.
6. Should be **SPECIFIC MECHANICAL** changes not generalizations
 - Add a panel to the keyImage of the UI; to allow for seeing that UI element in dark and light easier.
 - Increase the `StopThreshold` so the game knows that the players stop, moving quicker.
7. How do you expect this to change the player experience?

- The players should have a more streamlined experience. Adding a panel to the UI will allow them to see that easier when it's pitch dark and when it's light to let them know at the beginning they need to look at a key.
8. What will you add to/change in the playtest process (form) to make sure?
- Some questions will be deleted, such as things asking about darkness and light; others will be added such as questions about the UI and Player Feedback.

Milestone 4 Playtest Report

Individual Playtests

Playtest # 1

Name: Bowen, J

Age: 20

Gender: Male

Gaming Experience: Simulation, Role-Playing, Action & Adventure, Strategy, Fighting, Shooter and MMO / MOBA

Observations:

- It was almost impossible to see where I needed to go, even if I followed the instructions as intended.
- After the dark area, it suddenly got ridiculously bright, which also impeded my vision.
- I wasn't really able to make it far enough to know what I needed to use the E key with.

Length of Play: 7

Did they get stuck: Yes

Overall Difficulty: 5

Overall Enjoyment: 4

What made it difficult?: Definitely the lighting. It made it nearly impossible to see where I needed to go, and the lighting drastically changed for no apparent reason.

What made it enjoyable?: The idea of having to move and stop occasionally seemed pretty interesting

What feelings did the game invoke from playing?: Curiosity, Frustration, Surprise

Did the sounds and images help with player feedback?: No

Did the directions tell you enough, or not enough?: The directions gave me enough information to understand what I needed to do.

Did the lighting levels change in a smooth, or as expected way?: No

Did the game feel like it adhere'd to the theme?: Yes

List one thing you liked: The music sounded really nice, and the colors complemented the atmosphere very well.

What would you change?: There needs to be a way to tell where I need to go, because based on what I have said before, I had a difficult time figuring out where I needed to go.

Is there anything you would like to comment on that wasn't asked in a question?: Another thing I noticed was that I couldn't tell what affected my health, and what I needed to do to restore it.

Playtest # 2

Name: Lugo, A

Age: 22

Gender: Male

Gaming Experience: Simulation, Role-Playing, Fighting and MMO / MBA

Observations:

- all dark
- reslly slow camera
- couldnt find objective

Length of Play: 3

Did they get stuck: Stumbled, but was able to continue

Overall Difficulty: 5

Overall Enjoyment: 2

What made it difficult?: i felt like i was out the map, and i kept dying

What made it enjoyable?: how it felt like a horror game

What feelings did the game invoke from playing?: Curiosity, Feardom, Anticipation

Did the sounds and images help with player feedback?: Yes

Did the directions tell you enough, or not enough?: not enough

Did the lighting levels change in a smooth, or as expected way?: No

Did the game feel like it adhere'd to the theme?: No

List one thing you liked: i like the feel of the game

What would you change?: i think i fell through the map

Is there anything you would like to comment on that wasn't asked in a question?: n/a

Playtest # 3

Name: Baumann, B

Age: 21

Gender: Male

Gaming Experience: Simulation, Action & Adventure & Shooter

Observations:

- I was confused by what to do in game. The directions were very well done, I was just struggling to see the character in game.
- The menus are very well done
- Make the playable character more see-able, maybe with a particle effect or light
- cool concept, just confusing in game

Length of Play: 3

Did they get stuck: Yes

Overall Difficulty: 3

Overall Enjoyment: 2

What made it difficult?: It was unclear what I had to do in game. And I couldn't really see the playable character

What made it enjoyable?: I liked the theme of the game and the menus

What feelings did the game invoke from playing?: Fear, Frustration & Anticipation

Did the sounds and images help with player feedback?: No

Did the directions tell you enough, or not enough?: the directions were good but I couldn't see the playable character

Did the lighting levels change in a smooth, or as expected way?: No

Did the game feel like it adhered to the theme?: No

List one thing you liked: I liked the main menu

What would you change?: make the character more see-able

Was there any specific bugs you encountered?: n/a

Is there anything you would like to comment on that wasn't asked in a question?: n/a

Playtest

Name: Gonzalez, A.

Age: 32

Gender: Male

Gaming Experience: Role-Playing, Action & Adventure, Strategy, Shooter

Observations:

- If you don't move you die really fast, the health shows the decimal which is not needed.
- The light was blinding and it was hard to figure out where to go, I feel a few times.
- I only found the coin but had no idea it was there, was just pushing buttons trying to make sense of what to do.
- I was honestly lost the whole time and had no clue what to do, there was a secret code in the saying in the beginning I had no idea what it was. The game seemed like it was trying to take an artistic theme to it which was great but was still lost.

Length of Play: 15

Did they get stuck: Yes

Overall Difficulty: 5

Overall Enjoyment: 2

What made it difficult?: not telling where I was going due to the light being so bright and not figuring out where to go while in that room

What made it enjoyable?: The artistic theme that it had and vibrant colors it had.

What feelings did the game invoke from playing?: Frustration and Boredom

Did the sounds and images help with player feedback?: Yes

Did the directions tell you enough, or not enough?: not enough

Did you take a minute to read the directions?: Yes

Did you know that you could toggle the flashlight on and off?: Yes

Did you read the controls?: No

Did the lighting levels change in a smooth, or as expected way?: Yes

Did the game feel like it adhered to the theme?: No

Did you infer from the directions that you needed to play both sides of light and dark to see where to go?: No

Did you realize from the instructions that movement speed accounted for the light being too bright?: No

Was it able to be inferred from the instructions that stopping will cause the game to get darker, and health to deplete?: Yes

Did the lighting levels change in a smooth, or as expected way?: Yes

Did the game feel like it adhered to the theme?: No

List one thing you liked: the vibe

What would you change?: the equilibrium of the game since I had no idea how it worked.

Was there any specific bug you encountered?: I would sit right next to the object I needed to pick up and I would smash the interact key and after a few seconds of doing that it would give it to me but not without a fight.

Is there anything you would like to comment on that wasn't asked in a question?: I don't know if it was supposed to be like this but when I would stop in the light nothing would get darker, I even went back into the darkness to see if the light would dim and nothing happened. I was confused as soon as I entered that bathroom.

Analysis

9. Aggregation of all playtests

- Total Length Played is 28 minutes.
- All of the testers were Male.
- The difficulty is mid to high for this range of playtests.
- Most people felt: curiosity, fear, frustration and anticipation
- The youngest tester was 20 and the oldest was 32.
- 75% got stuck while only 25% of the testers was able to continue.
- People were split on if the sounds and images were helpful.
- 75% said that the lighting levels didn't change in a smooth way.

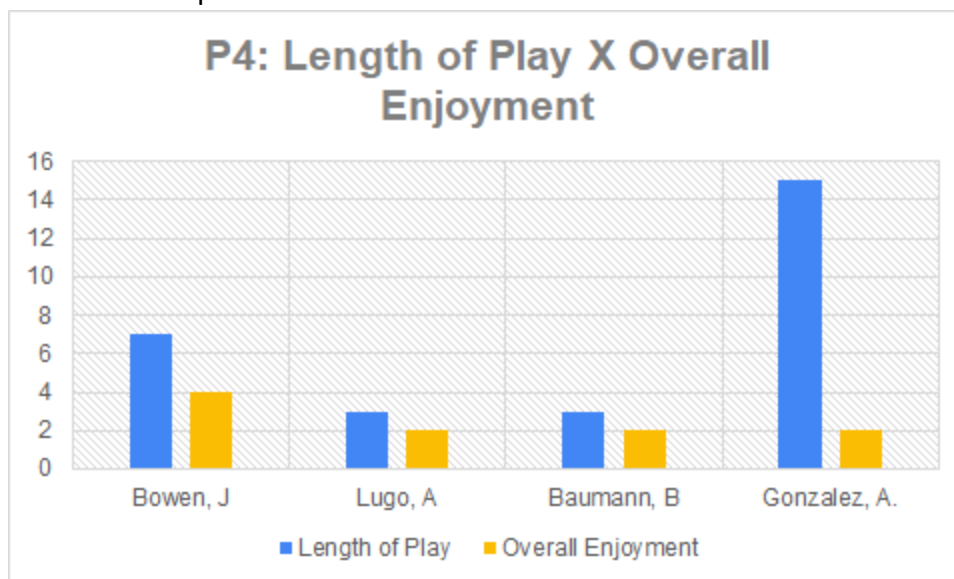
10. General trends noticed

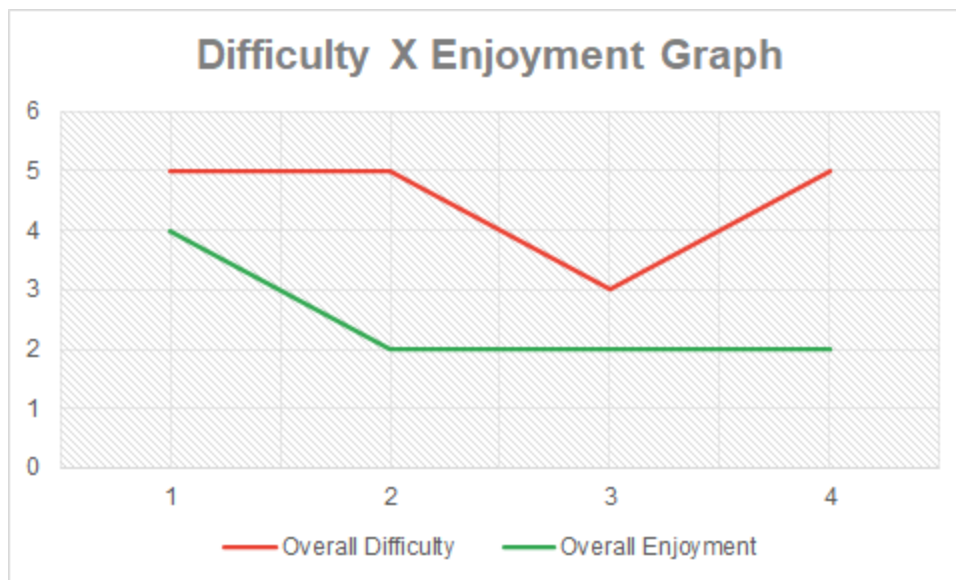
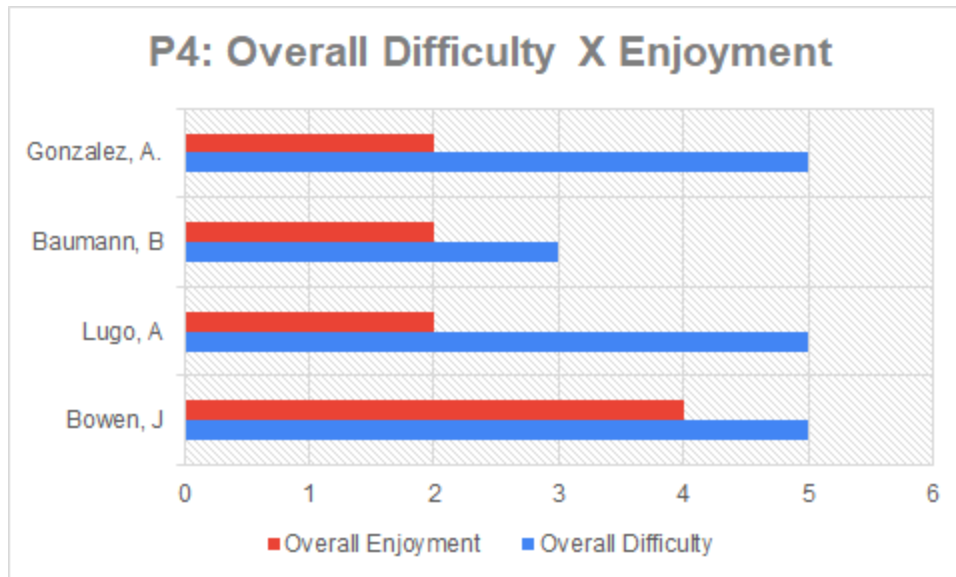
- Since I added a "room" most players who don't read the controls won't note that they can turn a flashlight on will just say the game is dark.
- People really enjoy the music.
- They also really enjoy the menus.
- For some reason, during this one -- most people seemed to rush through and they admitted in the playtest review that they either didn't read directions nor controls.

11. Conclusions drawn from the collected data

- As with data from this and prior playtests, since the average time played was five minutes. I noticed that when it comes to standard deviation, if 3 minutes have been played total playtesters are less likely to enjoy it with the enjoyment being less than 3. What I did note is that this likely stems more from a rushed playtest. As in, either they didn't read the controls and the direction.
- One person did read the directions, however, and said they were confused and couldn't see the character. Since it was in first person, there is no character to see -- and if they looked at the controls they would have seen the toggle flashlight button.
- It was hard to get data out of this playtest due to a few people not looking at the controls; I'm not sure if this would technically invalidate the playtest data
- Another person said something about the lighting, which is fine, but the made it impossible to see where to go.
- As soon as I added a flashlight, it had a more horror game feel. Which is fine, but so far there are no true horror elements to it -- as was said by a person.
- Out of all the playtests made, only one person was felt bored by the game type.

12. Charts and Graphs





Action Plan

9. Based on conclusions, what are you going to do about it?
 - Well. Since some people definitely read the directions, I might have a tip saying to look at controls as well as remake the directions to include visuals.
 - I'm likely going to fix up the player feedback regarding music, and placing more audio sources with sounds to play either by trigger on awake.
 - I might ramp up the colors a bit to make it less horror -- but I think a fine line between atmospheric and thrill might make it best.
10. Should be SPECIFIC **MECHANICAL** changes not generalizations
 - I need a new script when it comes to sounds.
 - I need to create a UI hint system... to where when specific triggers are entered the player character will comment something like: "I can't see... where's that flashlight?"
11. How do you expect this to change the player experience?
 - Hopefully, it should be a bit easier and the player should know where to go.
12. What will you add to/change in the playtest process (form) to make sure?
 - Add info that represents problems asked in this playtest. I will likely be making it longer though, since this is the last part of this class to continue working on this. Which will include a note of, "if there is no information in this required section please don't put N/A"