TEAM GEMINI

ANT LION GAME

Play Testing
Report

ALFRED CHONG

YINAN LIU

ROSEMARIE TAT

WILLIAM WONG

PLAY TESTING

Setup

For our play testing sessions, we used a computer for players to play our prototype on Processing.

Players

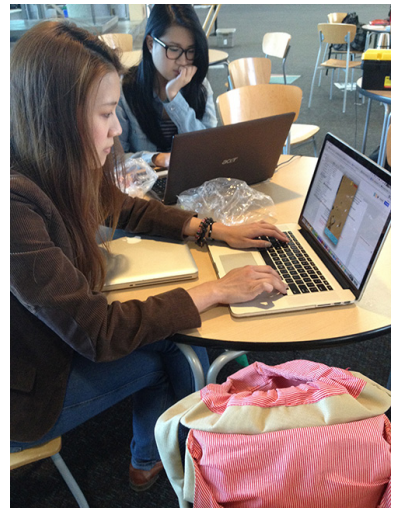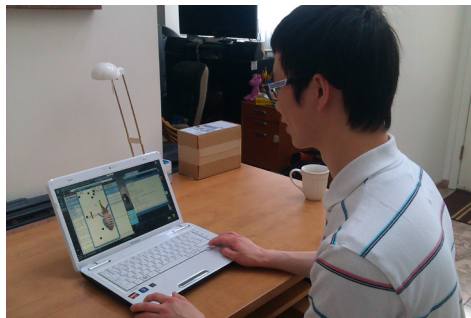Player 1: 21, male, casual player, achiever/seeker, hard fun
Player 2: 17, male, hardcore player, daredevil/mastermind, hard fun
Player 3: 20, female, casual gamer, achiever/mastermind, easy fun
Player 4: 22, male, hardcore gamer, conqueror/matermind, hard fun
Player 5: 22, male, hardcore gamer, conqueror/seeker, hard fun
Player 6: 20, female, casual gamer, seeker/conqueror, hard fun

PROCEDURE & OBSERVATIONS

Procedure

At the beginning, we asked players to take the BrainHex survey to know what their play style is. After this, we introduced the game to them: how he/she is playing as an ant trying to escape the antlion, how this is an endless runner game, and the goal of the game is to last as long as you can. We also explained how we wanted the players to think aloud while playing our prototype. While the player is playing the game, we took down our observations of the players which includes what they are saying and their gameplay.

When the player has finished the game, we get him/her to complete a survey concerning his/her experience with the game. This involved rating of: clarity of instructions, graphics, difficulty, and whether they want to replay the game or not.

Observation Notes

Player 1
The player found that the game starts too fast after clicking the start button, so he suggested that the game to have a countdown before it actually starts so players could ready themselves. He also suggested that we add markers on the ground to see previous attempts/high scores made so he could know that he's breaking his last high score.

Player 2
The player felt that the game had too many rocks at the beginning, so he suggested these to be gradually increase as he progresses in the game. Also, he found that cut-scenes for when the ant actually dies would be a nice addition; he is interested in the gore of the ant being eaten/defeated.

Player 3
The player felt that the ant was too slow to run away from obstacles. Not only that, but she also found that there were too many rocks and that the antlion was too big. She found that the game could be too hard for new people playing.

Player 4
The player felt that there is too much difficulty in the game with the sliding sand, stones, and the antlion. He does like how you can predict the antlion's movements by watching its head slide at the bottom. He suggests that we have two different types of rocks for predictability: big ones that move slowly, and smaller ones that move fast.

Player 5
The player felt that the ant moves too slow to start with, especially when moving side to side. The skills were fun to get, but getting the coins felt like too much risk as there were too many rocks impeding his path. He suggests that you should be able to play the game without relying too much on the items.

Player 6
She loves the power-up system, and found the game to be easy. The antlion could be more challenging and the icons need to be more clearer. Consistent graphics were needed and she found that we had enough of the features. She suggests that the coins don't have to be in a straight line for collection.

TESTING METHODS & REFLECTION

Analysis of the Testing Results

Majority of our participants think that the ant runs too slowly, yet a few enjoyed and think that it is challenging. Some participants were confused by power-up system and did not know how to rapidly activate resources by using coins collected, and some did not like the way the obstacles were implemented and think that the size and position of the rocks are random and unpredictable. They generally have trouble struggling with the sliding sand setting at the beginning since they did not know that they need to consistently move the ant up while they played it for the first time.

Reflection on Testing

By doing the user testing and analysing the testing result, we are more clear about the ideas of what a "Good and Fun" game is. According the testers' feedbacks (testers with different age, gender, gamer type, play styles, and fun keys), we have understood what kinds of game fun are expected by different kinds of players with different kinds of play styles. Moreover, the user testing is very helpful for us as game designers to achieve the goals of improving the game contents and making a better game for our target users.

During the user testing, we expected to get positive, negative feedbacks, and suggestions for the further improvements from our testers. Through our many play testers, we have found that their feedback is very similar to each other which guided us into coming up with our analysis.