Tabulation : Total 5 play tester. Refer to questionare doc to see the actual phrasing of the questions.

Question 1 – rating of overall graphic and environment feel

Analysis : The average rating of 7 pretty satisfactory , but since many models in the world are still untextured and human model not completed,the score ain’t exactly realistic. However, it show that our play test is satisfied with our current direction of environment feel. We can definitely can push for better rating in this aspect,given enough time for artist.   
Ui design and graphic will be upgrade when artist is ready and hopefuly it can help in this aspect.

Question 2 – rating of overall ai feel

Analysis :

To be honest, the level which we shown our play testers ,the ai isn’t in use,so by right all these data here are invalid. However, we did tell them about how our AI can behavor,therefore I assume that these datas can only represent how much they would be satisfied if the Ai is properly shown in a level.

Question 3 – rating of overall control feel

Analysis :

Being a 5.6 rating is just barely suffice. Trimming out the extreme score like the one person which give 8, we are realistically looking at an average of 5.0. From the observation during play test, most of the frustration of control is coming from movement speed being too fast, the grappler is still buggy,and quick cast being underuse. This is rather critical because our game rely a lot of good control to be enjoyable. Movement speed and grappler issue are already known and decided to be solved,but quick cast concept may have to be changed or upgrading it to allow alphabet keybinding instead of current just numeric key blinding.

Question 4 – rating of game pacing feel

Analysis :

A satisfactory score of 6.4 rating. However, this score will be somewhat invalid after dialog are full implemented in the game. As the dialog will stop and explain certain things in the game, the pacing will be thrown off course easily. Therefore this rating at best can only represent how is the pacing if without dialog or with minimum dialog.

Question 5 – rating of overall music feel

Analysis :

Once again a satisfactory score of 6.6 in music and audio aspect,the level shown only has BGM and sparse usage of sound like only during certain material collision,therefore this aspect still have plenty of space to be improved when game fully plunge into polishing phrase.

Question 6 – How much would player pay for our game

Analysis

The average price player is willing to play is an average of $5 ,which in my opinion is rather generous since our game is still lacking in content and still with bugs. Using this data, a fully completed game we can expect a price point of at least $10,if we decided to do make it like a premium pc game. However, since it is just fyp2 project, it doesn’t matter XD.

Question 7 – How often you feel lost or helpless in one level

Analysis

The most common choice is yellowed labed,Occasionally, it is ok and is healthy for player to feel lost in the game as the game is aiming to have puzzle element in the game. However the catch in this data is that since our dialog is not fully implemented in the game, there a real person beside giving instruction and objectives of the game to them directly, this data isn’t really valid in that regard. This aspect is expect to drop as using in game dialog to explains the game is far less effective as compared to real person guiding them. A more meticulously crafted level design will probably improve this aspect,but that is kind beyond our scope of capability,at this point in time.

Question 8 – Rate of the duration of gameplay

Analysis

All five play testor chose I don’t care in term of how is the duration of gameplay. Whether the player actually mean “it is fine” or really “I don’t care” , it doesn’t matter much to us as this would means that the game length is just about right if we keep our pacing the way it is.

Question 9: Any game feature to suggest or to improve

1. Need more hint
2. Camera too fast, it is unity problem
3. Guide to next checkpoint
4. Quicksave feature
5. Grapple uses mouse scroll to extend /shorten
6. Grapphle use LMB
7. More range for the grappling hook

* More instruction
* Movements speed should be slower

Analysis: Most of these suggestion are expect as our dialog,game objective,checkpoint are not fully implemented. Therefore , 1,3 can be solved. 2 is already known, 4 will likely not to be implemented as we decided to use checkpoint as part of our game design. The grapphler control and bug improvement are expected and can be considered.

Question 10: Any annoying part of the game or crtical bugs to report and to improve

1. Grapphle
2. Character movement speed
3. Improve on dialog
4. Safe looking landing space but end up being fatal
5. Need more UI

Analysis:Once again many of these are expected, from 1 to 3 are already discussed above. 4 is rather tricky as the fall distance to determine whether the player will be killed is fixed and the level design aint always created with that in mind,model design aint also created with that in mind,so this suggest may have to be ignore for now. 5 is more promising to be solved as artist is asked by his supervisor to upgrade the ui design ,therefore we can expect a better design and better art to improve on this.

Bonus question – Would you like to see the game go live

Analysis: well that cool at least 1 person say Yes.