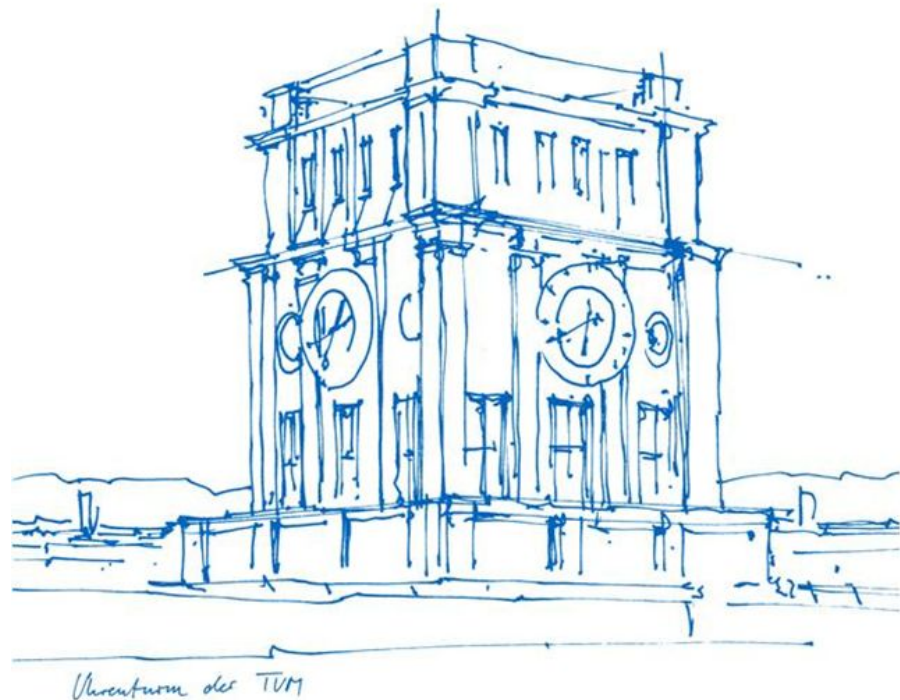


Playtesting Rebomb

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1 Playtest Description

Grading Questions | Open Questions | TBC

1.1 Playtesting Overview

- Conducted playtesting in the hall of CIT building recruiting friends or strangers, and at home with family members or friends
- Approximately 20 minutes (10-15 minutes playing + 5-10 minutes survey)
- Playtesters play against each other. One of us act as opponent if only one playtester
- 2-round test:
 - first round with predefined map (exposed to core game features, first-touch)
 - second round with generated map (observe slightly experienced behaviours)

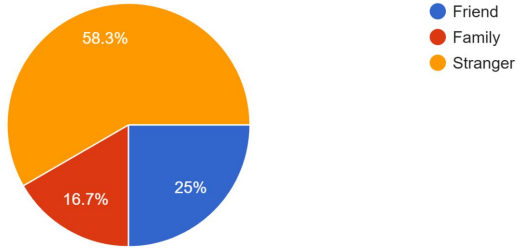
1.2 Survey

- Consent forms are signed before playtesting, indicating the details of playtesters' participation, the data we collect, and how we protect their rights.
- Three parts of survey:
 - Player information: e.g. age, gender, video game experience
 - Likert scale survey: general idea and feedbacks on game mechanisms, experiences and difficulty.
 - Open questions: most/least favorite aspects, game categorization, unexpected issues and recommendations

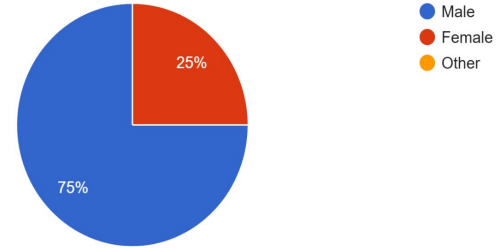
2 Result Analysis

Result Analysis - Player Information

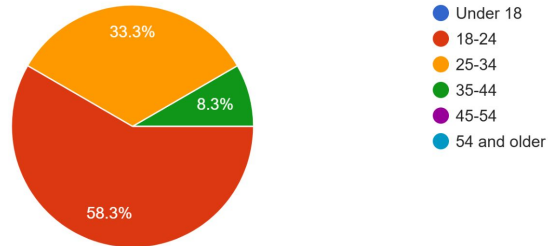
Relationship to the developers
12 responses



Gender
12 responses



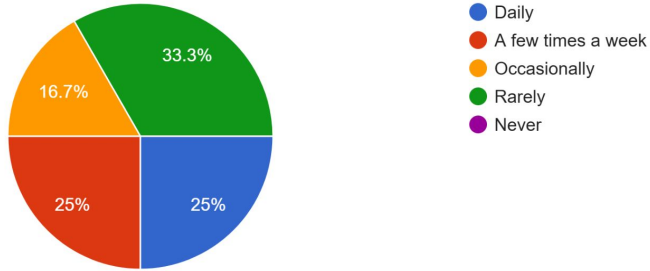
Age
12 responses



Result Analysis - Player Information

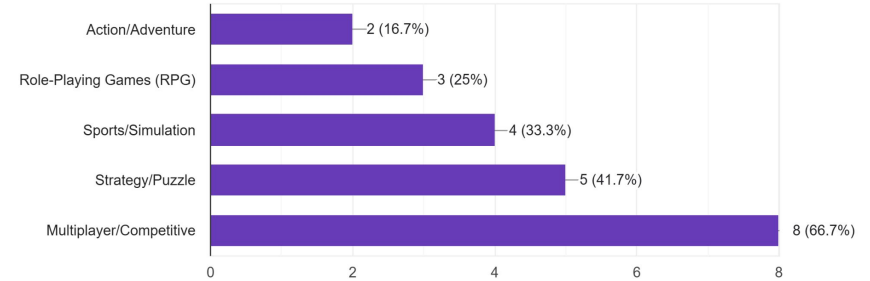
How often do you play video games?

12 responses



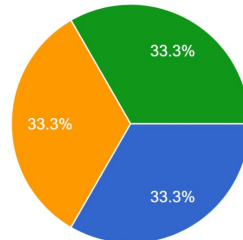
What type of video games do you usually play?

12 responses



Have you played Bomberman or other similar games?

12 responses

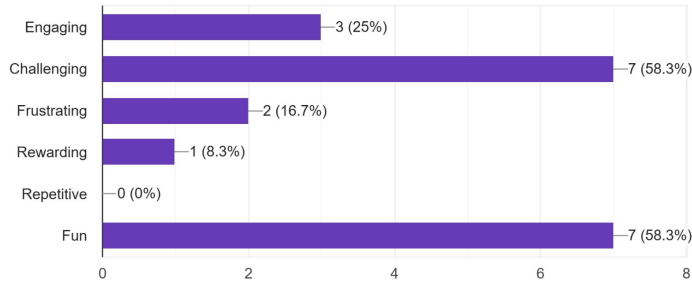


- Yes, I've played Bomberman.
- Yes, I've played similar games (e.g., Pac-Man, Snake, or other arcade-style games).
- No, I haven't played Bomberman but would like to try it.
- No, I haven't played Bomberman or similar games.

Result Analysis - General Feedback

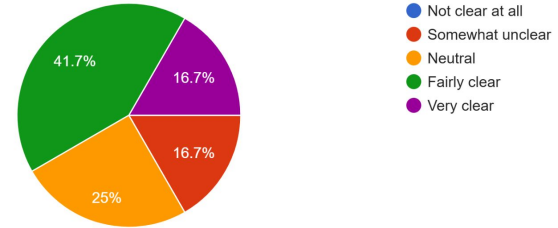
How would you describe your overall experience playing the game?

12 responses



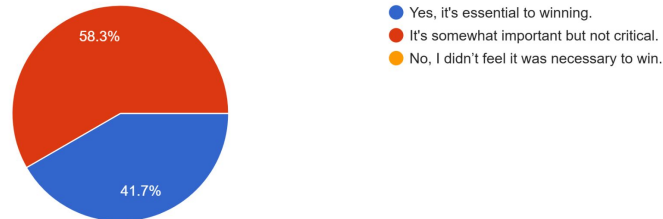
Was the game concept of "Chain Reaction" clear to you?

12 responses



Do you think understanding "Chain Reaction" is important to winning the game?

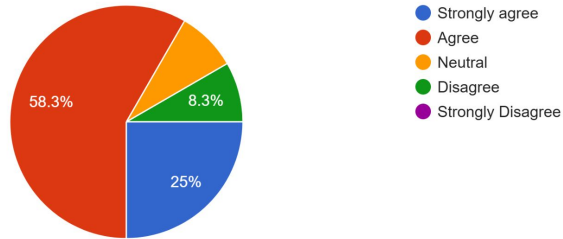
12 responses



Result Analysis - Gameplay Mechanics

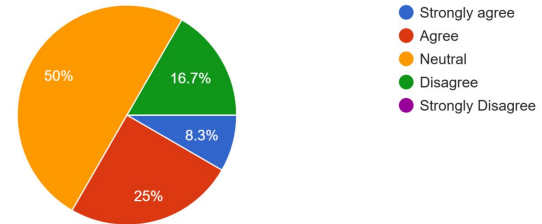
The gameplay mechanics are easy to understand for me.

12 responses



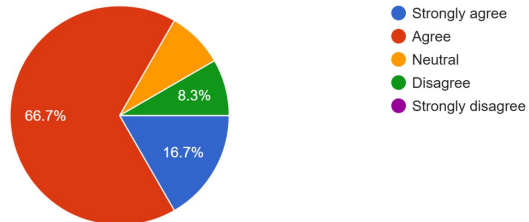
I know the function of different kinds of bombs and I'm encouraged to use them

12 responses



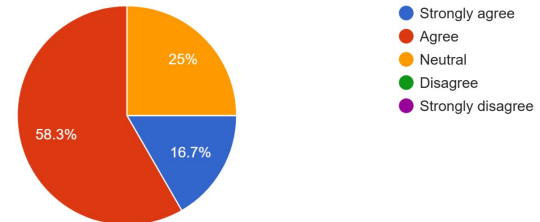
The controlling methods are intuitive and easy to use

12 responses



The game is balanced in different kinds of bombs and competition of items

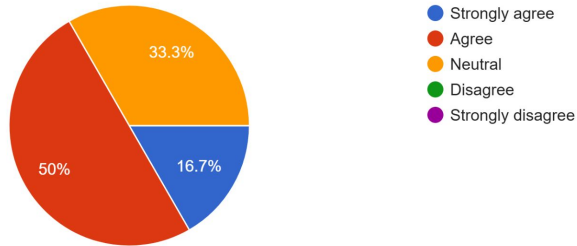
12 responses



Result Analysis - Experience & Difficulty

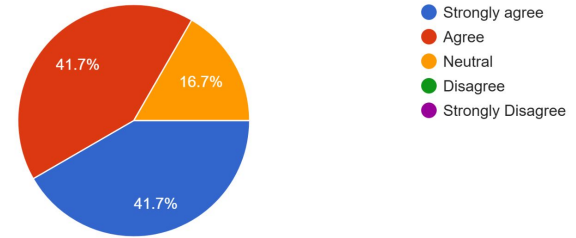
The rounds provided an appropriate challenge.

12 responses



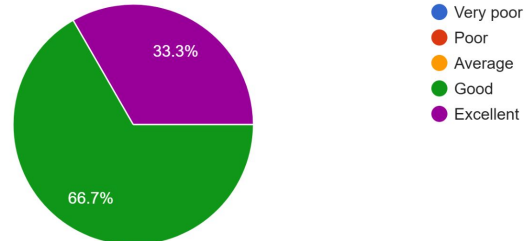
The game feels balanced when playing against other players.

12 responses



How would you rate the performance (frame rates, input lag) of this game?

12 responses



Result Analysis - Open Questions

1. **What could make the "Chain Reaction" concept clearer to you?**

- More details and information
- Trigger twice, empower twice
- Interactive tutorial explaining the importance of usage of Chain Reaction

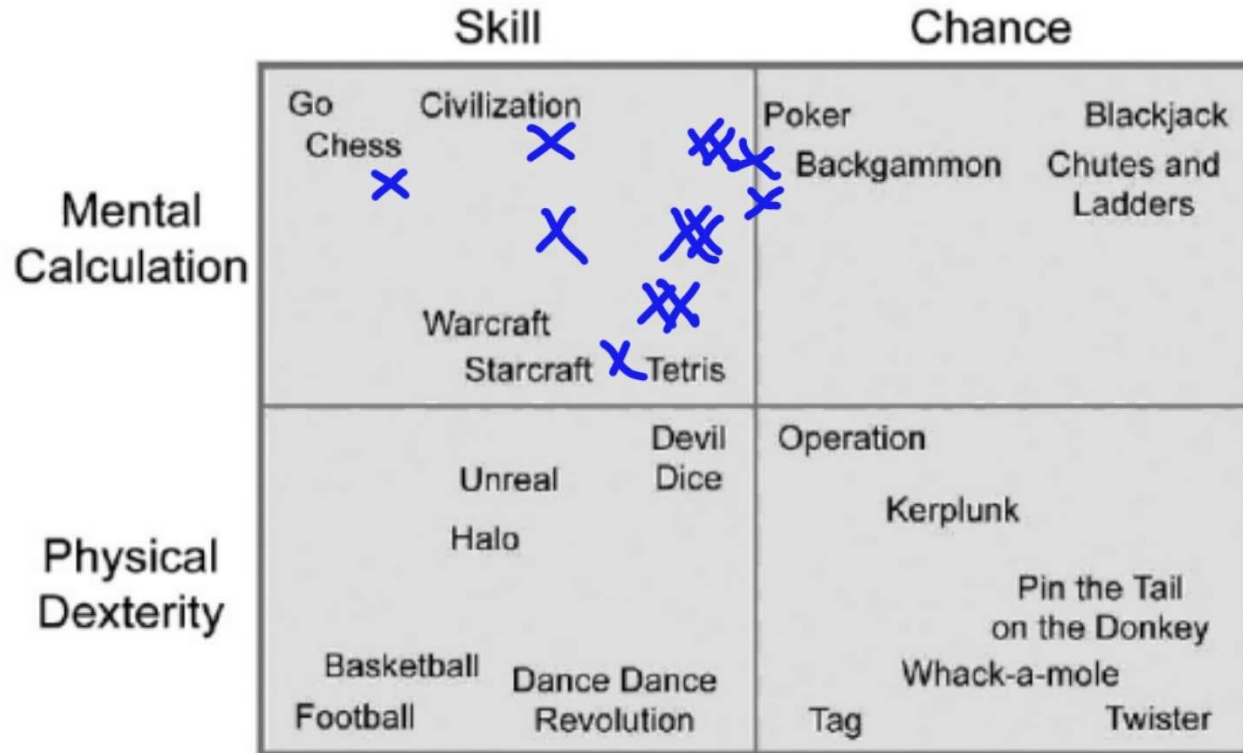
2. **What was your favorite aspect of the game?**

- Graphics, movement, fun, music
- Competitiveness
- Strategic thinking of how and where to place bombs
- Liked the Idea of the rounds, and the multiplayer.
- Audio effects on getting coins
- Hourglass adds variety to the game mechanics

Result Analysis - Open Questions

3. **What was your least favorite aspect of the game?**
 - Remember the explosion time / No bomb counting down
 - Playing with mouse for pressing the Ready button was not pleasant
 - Turned based aspect of it / Always reset and wait for others
 - A lot of bomb types, not clear when you are not familiar with the game
4. **What changes or additions would you like to see in the future updates?**
 - Adding bomb countdown labels
 - Adding bomb icon on the help panels
 - Coins per turns should reduce to 2 or 3 / Steps to take can be increased
 - Maybe reduce bomb varieties for simplicity
 - Improve the readiness, waiting for other players
 - Tutorials for bomb types and time travelling feature
 - Add more players in it with bigger maps, will be a fun LAN game.
5. **Did you encounter any unexpected behaviors or bugs?**
 - In Round 2 old bombs remain with unknown explosions
 - Sometimes bomb doesn't kill you

Result Analysis - Play Matrix

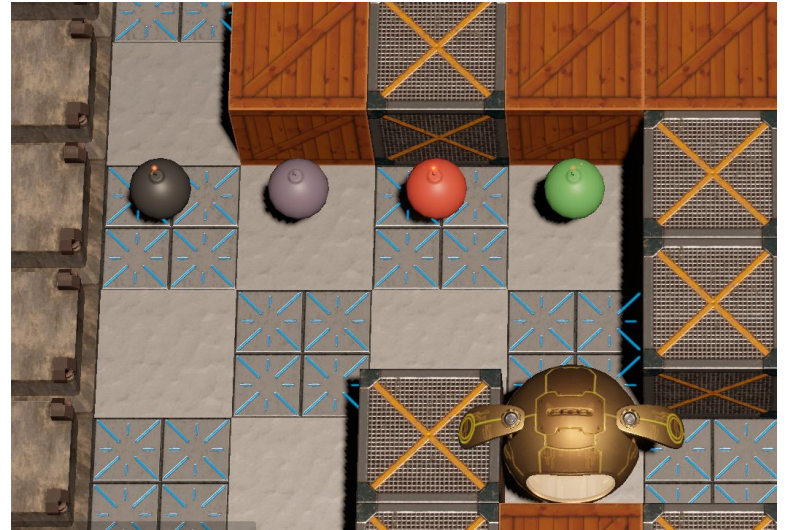
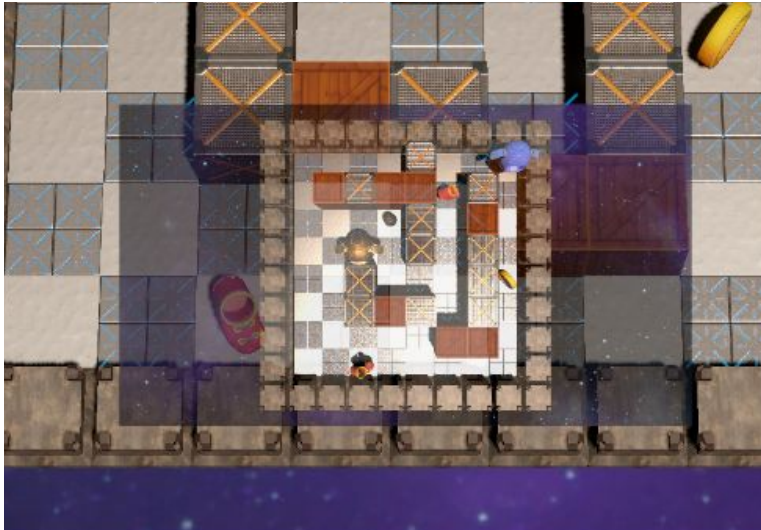


3 Game Revision

In a Layered fashion

3.1 Revision Already Done

- Bugfix: Blank time travel preview panel
- UI: Bomb appearance differentiation



3.2 Revision in Plan

- **Bugfix**
 - Bomb survive to the next round
 - Kill only one player when two stand on the same tile
- **Tutorial text->video**
- **Numerical adjustments:**
 - Item `BooT` more valuable
 - Encourage using `SafeBomb` with lower price
- **User Interface:**
 - Turn mechanical enhancements
 - Turn changing animation
 - Prompt to end this turn: larger finish button, pop up message
 - Add number of turn to explosion to bombs
 - Game result presentation: text->icon
- **User Input: Support keyboard + controller**

3.3 Revision Wishlist

- Tutorial video -> interactive tutorial
- Remote multiplayer
- Unlock type of bombs in later rounds
- Animation enhancement
 - wall explosion
 - bomb placing animation
 - winner animation

4 Lessons Learned

4 Lessons Learned

- Guidance significantly affects new players' experience.
- Playtesters with less video game experience don't understand the simultaneously controlled turn-based mechanism well.
- Recommendations on numerical design
- Hourglass hasn't been frequently used by playtesters due to mental overload on game mechanisms.

Improve tutorials and control methods.

Explain better in tutorials and give more hints in the UI.

Reduce the number of coins per turn?

Invite playtesters for longer tests to explore more opinions on the Hourglass. (When playing against testers, we feel the Hourglass is powerful while still not overpowered)

Thank you for your time!

Looking forward for your feedback!