

The Memory Chamber

Playtesting Presentation

- Purpose of the playtesting
 - Overview of participants
 - Key findings and improvements
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Playtesting Session Organization

How the Sessions Were Organized ?

- Introductory briefing (study & game overview)
 - Data collected anonymously
 - Participants could stop at any time
 - No spoilers given
 - Observed as third-party viewers
 - Post-session survey completed
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Playtester Demographics

Who Did We Test With?

- Mid-to-high gaming experience
 - Mix of active and casual players
 - Balanced familiarity with mystery/investigation games
 - Total of 6 play testers
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Survey Structure

How We Collected Feedback

- Rating-scale questions (1-5)
 - Agreement-based statements
 - Multiple-choice questions
 - Open-ended feedback
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Survey Questions

On a scale from 1 to 5 (1 = lowest, 5 = highest), please rate the following: *

Please select all that apply

	1	2	3	4	5
How often do you play video games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How experienced are you with video games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How confident do you usually feel when playing new games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
How familiar are you with mystery or investigation-based games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

How was your overall experience?

Please select all that apply

	Disagree	Neutral	Agree
I found the game enjoya...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game's difficulty felt...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game mechanics w...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game provided eno...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game's theme or co...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I understood what I was ...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Visual or audio feedbac...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The pacing of the game ...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I would like to play this g...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Survey Questions

What did you find most interesting?

- Game design and the visuals
- Game story, the narrative
- Game mechanics: eg the memory wall, going back in time...

What is your overall feedback?

Yanıtınız

In your opinion, what could be improved?

Yanıtınız

What stood out to you the most?

Yanıtınız

Was there any moment where you felt confused or unsure about what to do? If yes, please describe it.

Yanıtınız

If you could change only one thing about the game, what would it be?

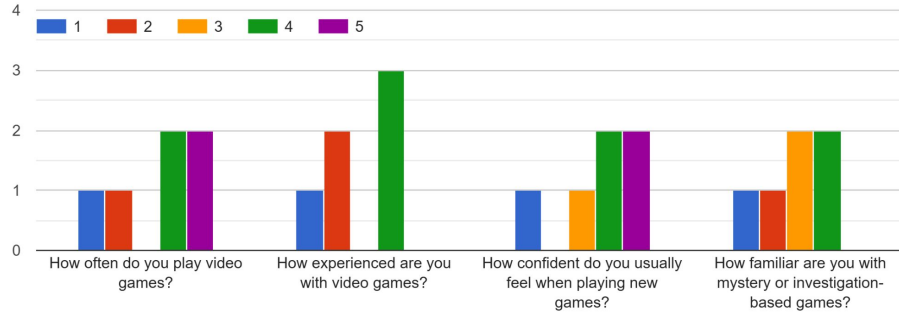
Yanıtınız

How would you rate our game?



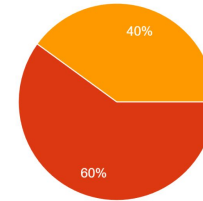
Survey Results

On a scale from 1 to 5 (1 = lowest, 5 = highest), please rate the following:



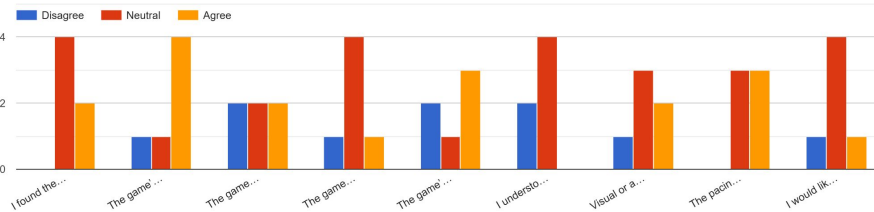
What did you find most interesting?

5 yant



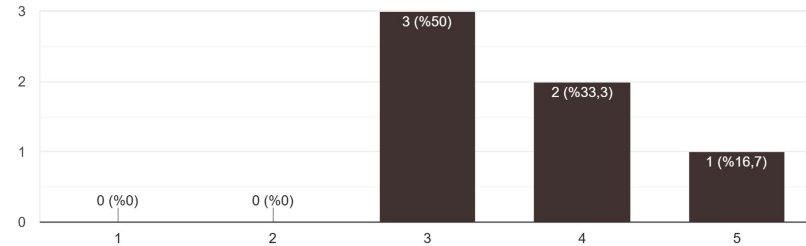
- Game design and the visuals
- Game story, the narrative
- Game mechanics: eg the memory wall, going back in time...

How was your overall experience?



How would you rate our game?

6 yant

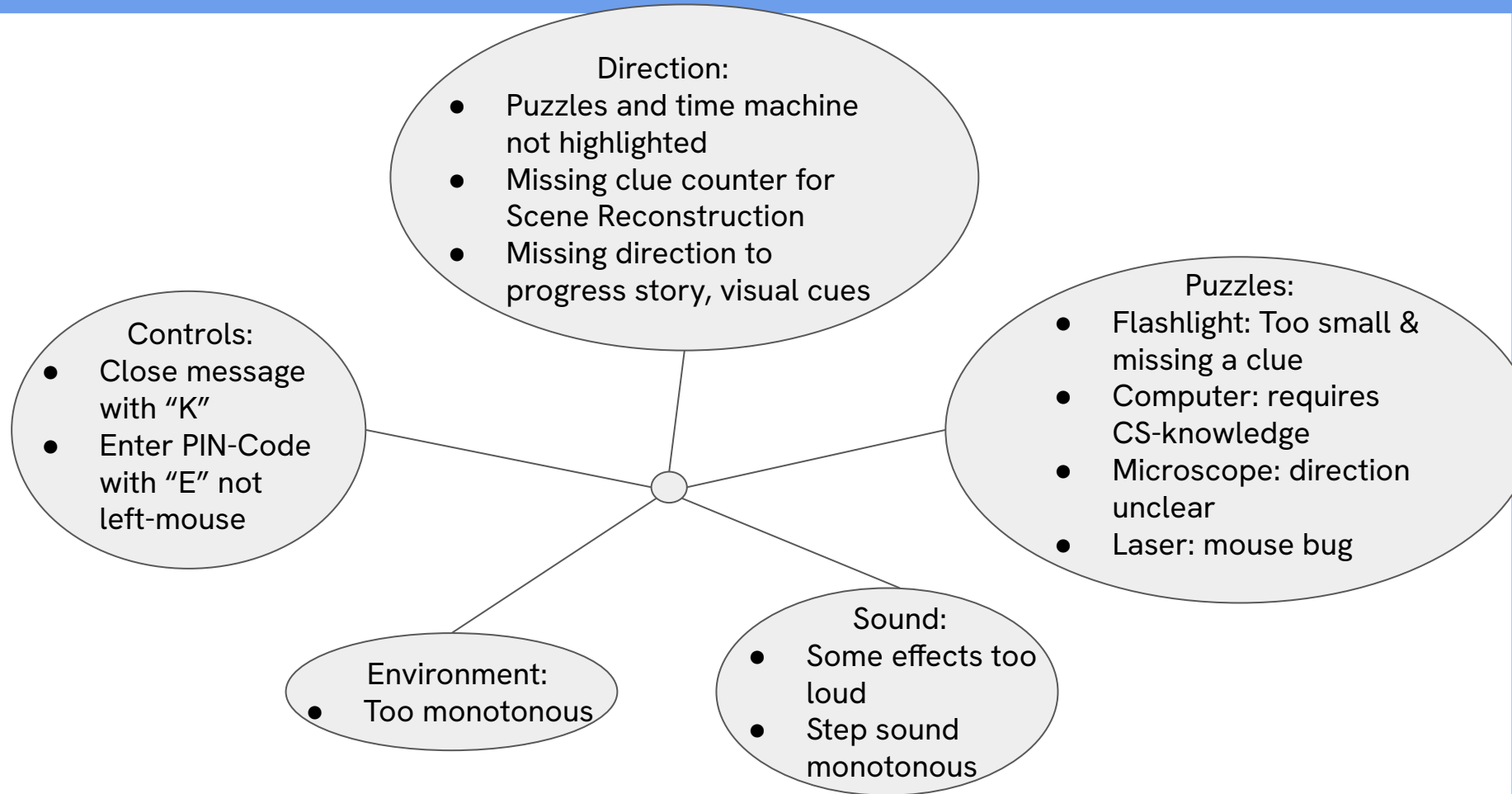


Player Feedback - Positive and Negative

"The mechanics are nice"
"Concept of memory wall is cool"
"Game idea, story and puzzles are great"
"Pretty interesting"

"I was confused what to do"
"Some interactions were unclear"
"Environment design needs improvement"
"Game felt too easy"
"No clear direction"
"Story isn't clear"

Main Issues Identified



Changes Based on Feedback

What We Improved / Plan to Improve

- Clearer UI prompts
 - Constant task/current goal in one of the corners
 - Improved monologue
 - Improved puzzle clarity
 - Visual signposting for key objects
 - Sound and bug fixes
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Thank you!
