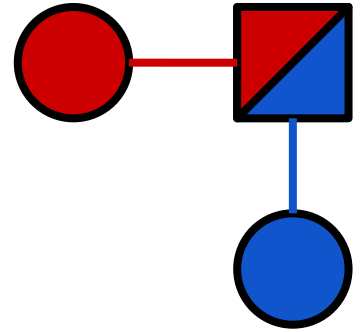


Chrono Corp

Milestone 5. Playtesting

Anian Kalb, Árpád Horváth, Lukas Jonsson

Changes before playtesting



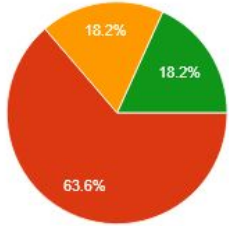
- Changes missing from alpha release
 - Time paradoxes (Blockades, Black holes)
 - Modular Bonuses through Cards
 - Malus system

- Changes for Playtesting
 - Visual updates
 - Bug fixes
 - Tutorial
 - Frames spiral in one plane



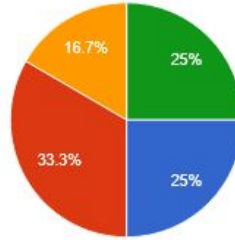
Demographic

Age



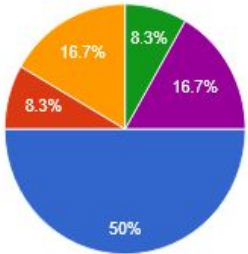
- under 21
- 21 - 25
- 26 - 30
- 31+

Game experience



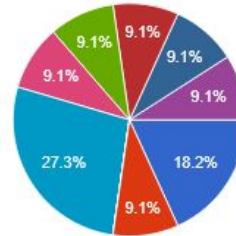
- Every day
- A few times a week
- A few times a month
- rarely/never

Background

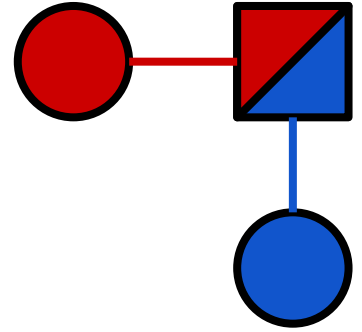


- Computer Science / Engineering / IT
- Arts / Design / Creative
- Humanities (Politics, History, Languages, etc.)
- Business / Economics
- Simulation

Game Interests

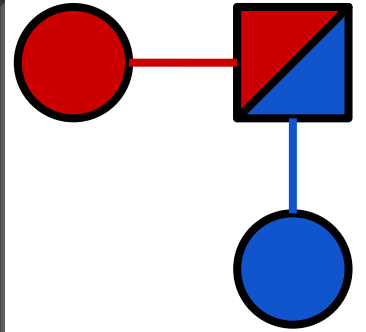
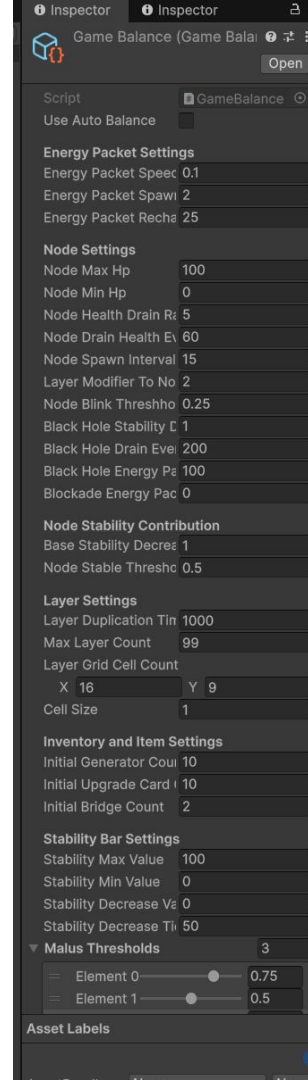


- RPGs / Adventure
 - Shooters
 - Strategy / Puzzle
 - Platformers
 - Simulation
 - mmorpg
 - MMOs
- ▲ 1/2 ▼



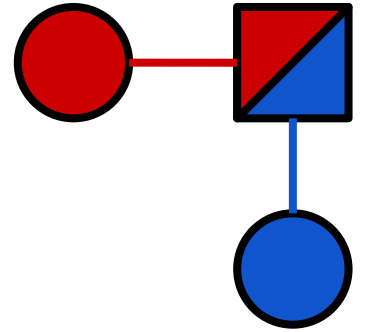
Sessions

- Playtesting sessions over two weeks
- Testing with different game versions/difficulties
- 8 Online / 3 Offline



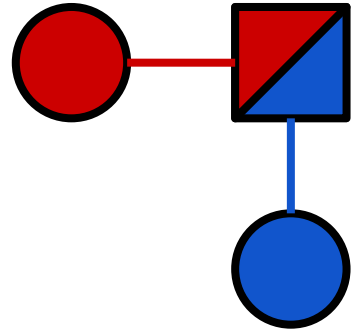
Capturing results

- Online survey
 - Quantitative data
- Conversations after the testing
 - Qualitative insights
- Testers thinking out loud
- Play matrix at the end

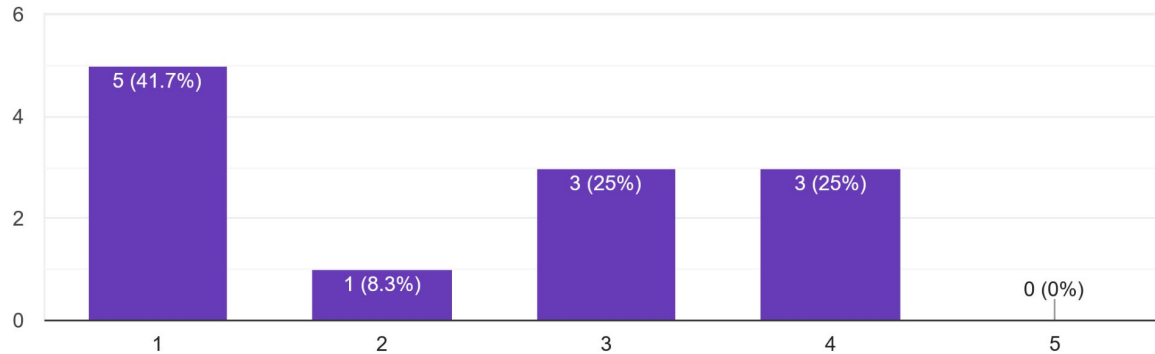
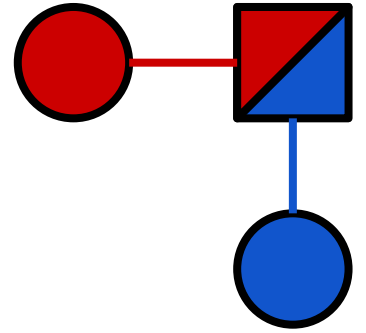


Questions

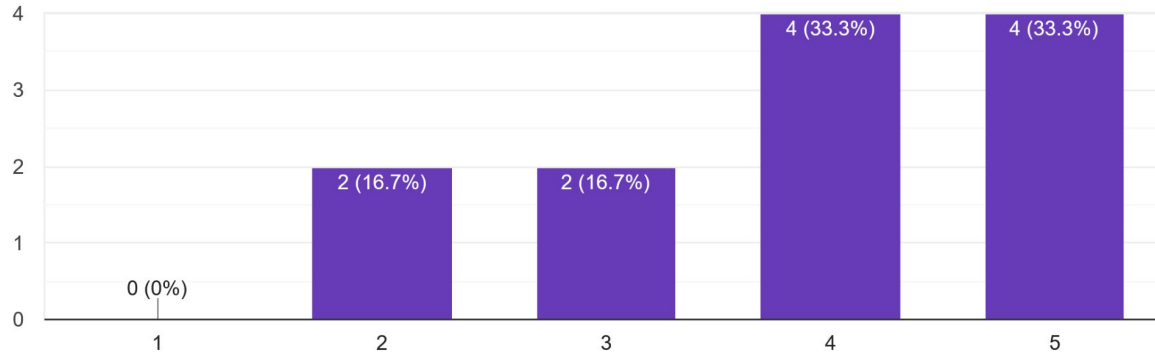
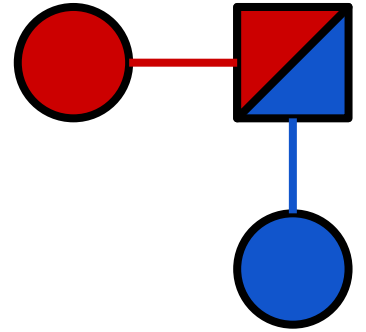
- Game understanding
- Enjoyment (Gameplay loop, feel, fun)
- **Difficulty / Pace**



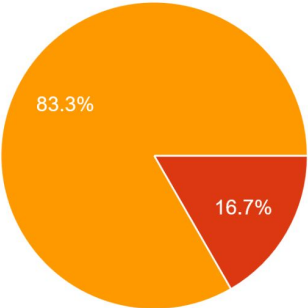
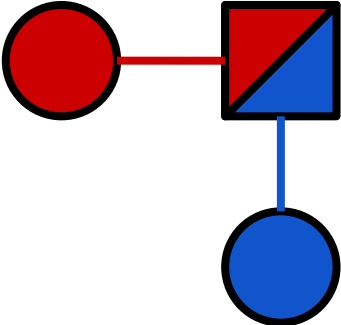
How easy was it to understand the core gameplay mechanics?



How would you rate the current difficulty level of the game?

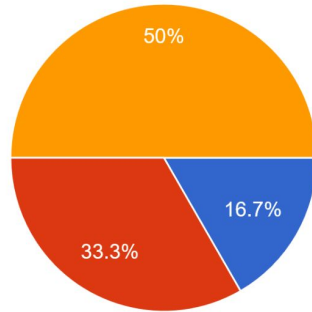
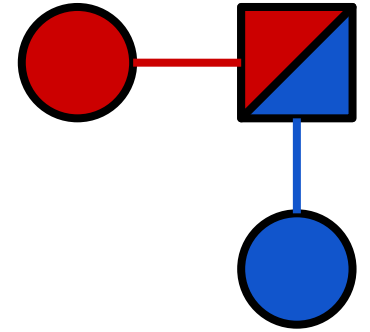


Did the game feel too slow or too fast?



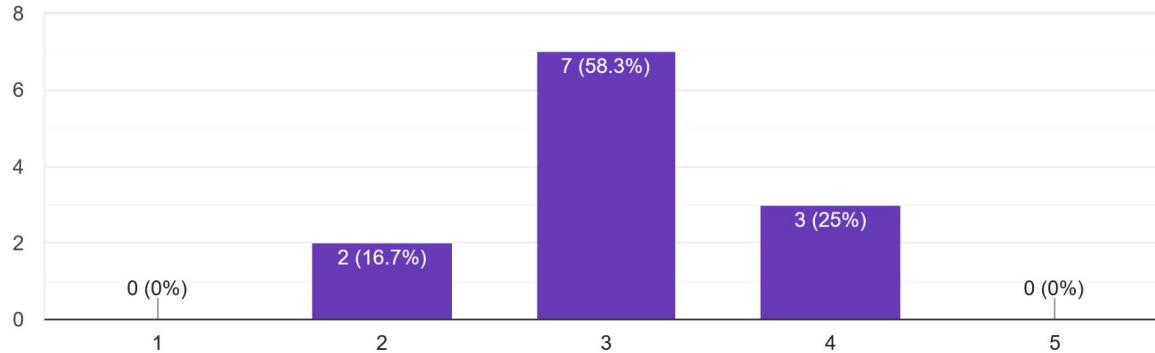
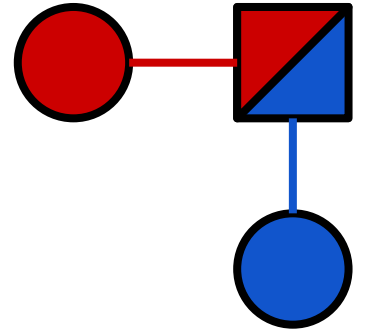
- too slow
- just right
- chaotic/ too fast

Did you feel like you had too many or too few resources?

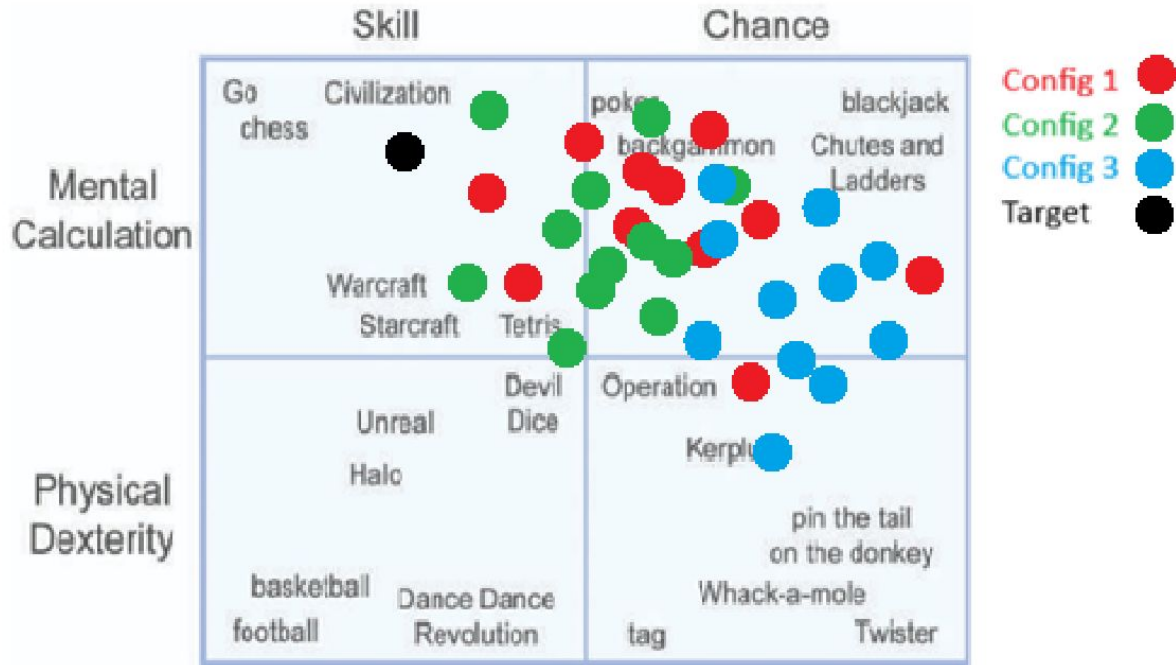
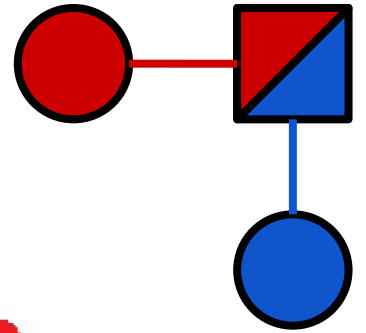


- Always had too much
- Balanced
- i was begging for scraps

On a scale of 1 to 5, how fun was the core gameplay loop?

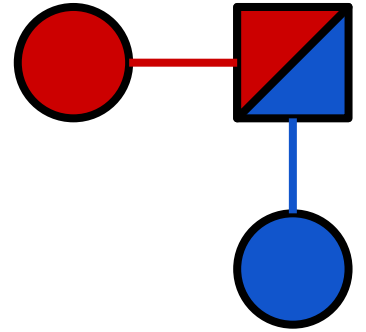


Results per Config



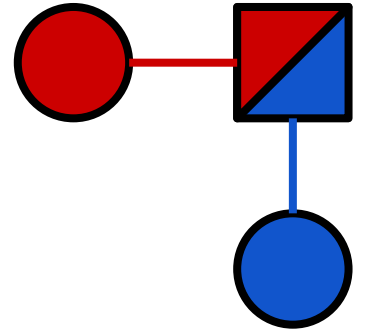
Comments

- Bugs / Technical Issues
- Game Understanding
 - Systems were confusing / not or poorly mentioned
- Quality of Life and usability
 - Like cards popping up while connecting
- Gameplay / Balancing
 - Unforgiving pacing



Changes during/after Playtesting

- Balancing
- Tutorial
- Visuals
- Bug Fixes



Next Steps

- Balancing Concept
 - Possibly through a gradual increase in difficulty and mechanics employed through levels
- Transparency regarding the numbers of the game
 - Through statistic panels on nodes and generators
- Better explanations of mechanics
 - Expand on the tutorial
- Reducing visual clutter
 - Primarily for the arching cross frame connections
- Finding/fixing remaining bugs

