

# Green Wall

City Builder/Strategy Game

Playtesting

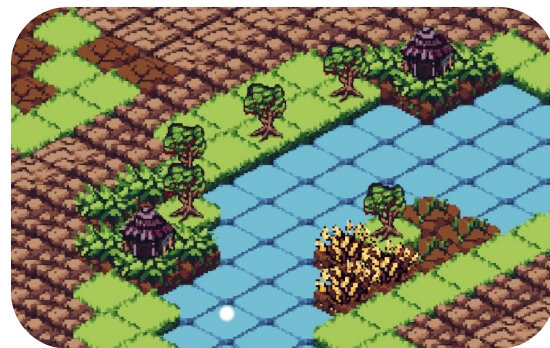
Team Green 

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# Overview

## Game Progress:

- Rebalanced the production & environmental change
- Added Additional Levels, New Tutorial Chapters
- Improved UI & Menu
- Added Sound Effects & Music



## Playtesting:

- Conducted playtesting sessions & collected feedback on user the experience
- Defined the task list for the following weeks based on playtest data



# Playtesting Sessions

## Methodology:

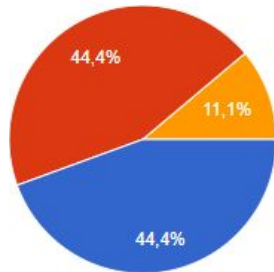
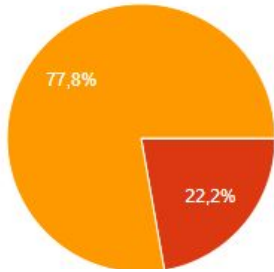
- Online and in-person playtesting sessions (Screen sharing for online sessions).
- We were available for players, but we only intervened with the gameplay if there were bugs or critical progression issues.
- After they played through few levels, which took around 20-30 minutes mostly, we interviewed them.

## Data Collection:

- We asked our players to fill out a questionnaire we prepared using Google Forms.
- We asked players for feedback on the gameplay, controls, UI & Visuals, the story and the game flow
- We also had follow-up discussions to gather more detailed feedback on their overall experience and answer their questions.

# Demographics

## Age & Gender

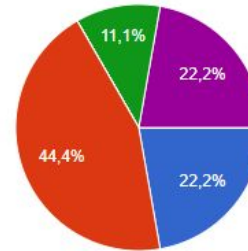


- Under 18
- 18-24
- 25-34
- 35-44
- 45-54
- 55+

- Female
- Male
- Prefer not to say

## Gamer Profile

### Gaming Frequency



- Daily
- Several times a week
- Once a week
- A few times a month
- Rarely
- Never

### Preferred Platforms and Genres

\*multiple answers possible

- 88% PC
- 33% consoles
- 11% mobile devices.

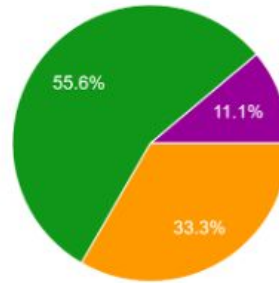
- Action: 55.6%
- Adventure: 55.6%
- Strategy: 55.6%
- Puzzle: 44.4%
- Simulation: 22.2%
- Shooter: 11.1%
- Roguelike: 11.1%

# General Questions

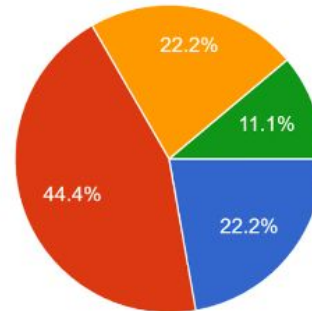
## First Impression

- Players enjoyed the strategic planning and relaxing gameplay. They found the game engaging and cozy.
  - They also felt motivated to learn more about the topic and strategies used in real life.
  - Average playtime was around 30 minutes, which was around what we were aiming at for our playtests.
  - People found the game understandable but suggested improvements for visibility and more precise information.
  - Among our playtest levels :
    - 1 - **Basic Tutorial**: Production, Building & Planting
    - 2 - **Advanced Tutorial**: Seasons, Soil Change, Groundwater Systems
    - 3,4 - **Free-Play**: Different maps and environmental variance
- 2 was the players' favorite level to play, getting praise for adding more complexity and challenge to game while providing clear goals.

Playtime



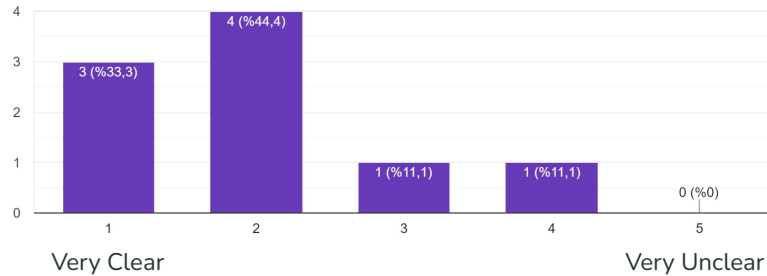
Favorite Level



# Procedures, Rules & Interface

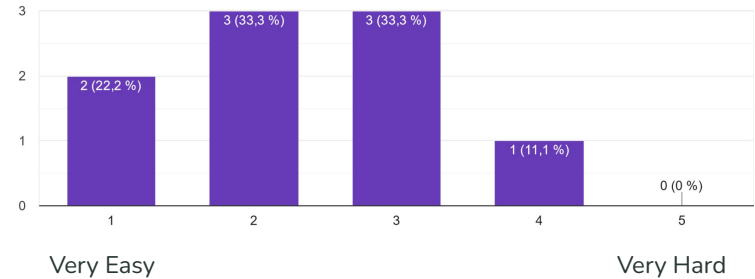
Was the objective clear at all times?

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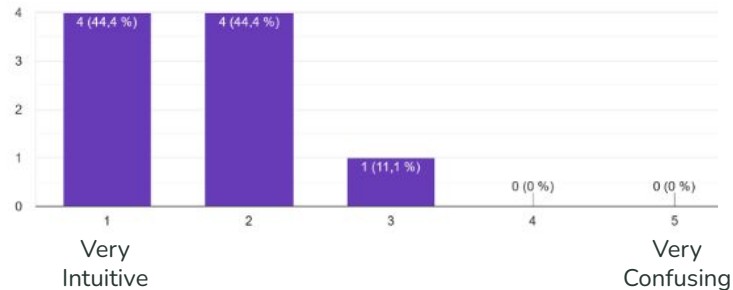
Were the procedures and rules easy to understand?

9 Antworten



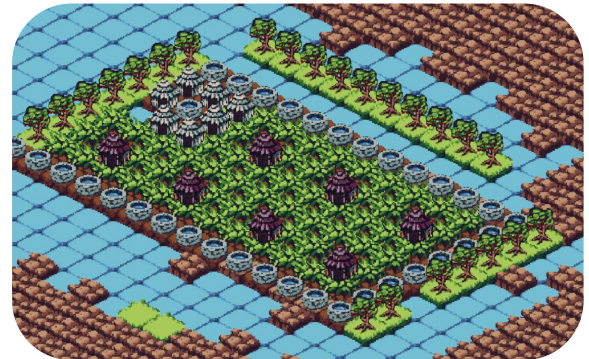
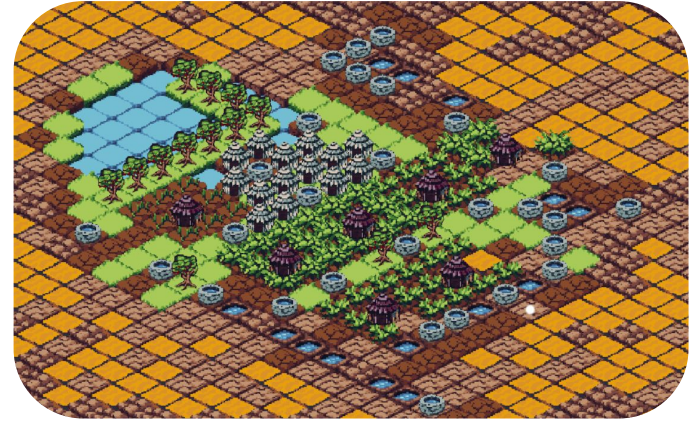
How did the controls feel? Did they make sense?

9 Antworten



# Formal Elements, Strategy

- The complexity of the game was perceived well, it was not too complex but it was still possible to apply strategies and player decisions during gameplay
- Players had difficulty managing their resources and getting enough production when they started, but they figured out the best strategies as they played.
- More experienced players who played similar games in puzzle, strategy and city building genres were quick to figure out the optimal strategies, rendering some of the other choices obsolete. We will try to fix it by trying out further rebalancing.



Well Well Well...

# Further Steps

- Bug fixing :-)
- Fine tune balancing of mechanics:
  - prevent exploitation of single most optimal strategy
  - some of the durations of the soil change need adjustments
- Polish tutorials and explanations:
  - overall good tutorials but...
  - ... some mechanics were still unclear and explanations can be improved
  - ... explanations of mechanics need to be introduced more slowly
  - ... a few control elements can be explained better
- Improve variance and replayability:
  - Possibly add 1 or 2 levels which focus on either a specific challenge or freedom of choice and open-endedness
  - Visual & Audio improvements: some visual effects & music variety