

The background of the slide is a grey stone wall with a blue sky above it. The wall has a crenelated top edge. The text is centered on the wall.

Wallther,
don't let the Wall falter!

Your ancestors rely on you!
Defend your Legacy!
Defend the Wall!

1.07. - Playtesting

Roadmap

- 1) Methodology
- 2) Answers & Takeaways
- 3) Impact on development
- 4) Sneak Peek into new features

Structure

- **Testers: experienced gamers from friends, family and peers**
- **Sessions in person, one at a time**
 - 1) **Greeting, general information**
 - 2) **Playing through our tutorial**
 - 3) **Playing through one level**
 - 4) **Questionnaire (Microsoft Forms)**

Testing Version

1) Methodology

- **Scripted Tutorial: Interactively Introducing controls**
- **One level: Small wall, little pressure by trebuchets, no upgrades yet**



Questionnaire

The screenshot shows a questionnaire interface with a dark purple header and a light blue body. The header contains a quote: "Wallther, don't let the wall falter!" followed by a thank you message and a request for feedback. The body contains three numbered questions, each with a five-star rating system. The first question is "How clear was it to what you were supposed to do?", the second is "How easy did you find the character 'Wallther' to control?", and the third is "What was the most fun part of the game?". A checkbox labeled "Rebuilding the wall" is visible at the bottom.

- Perception of Game Goals
- Disorientation or understanding Gameplay
- Fun vs Stress
- Inquiry about frustrations, problems, misunderstandings
- Text input for suggestions

~ 4 min to fill out

On the side:

Reassuring the testers that all feedback is valid and they shouldn't hold back

Positive feedback

2) Answers

- Wallther was perceived as easy to control
- It was very clear what to do
- Overall fun to play, easy to pick up

! biased testing group !

Mixed Feedback

2) Answers

- **Some players felt lost or disoriented**
- **No UI Approach was criticised, many testers wanted health bars**
- **Catapult led to some confusion**
 - **How to aim, what to do with it, useless?**

Negative Feedback

- Win- & Lose condition unclear
- Bugs with the diegetic backpack were frustrating
- Highlighting made things ~~more~~^{less} clear
- Repetitive, not enough to do
- Visual complaints

Impact on Development

3) Impact on Development

- Rethink communication of Win- & Lose Condition
- Upgrades were a high target, but seems like they are necessary
- Rethink Highlighting
- Bug Fixes



Sneak Peek into new Features



Night Scene, Soldiers are chilling, Wallther is upgrading the wall

Music and Sound are on their way!



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Thank you for listening!

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