



Playtesting Code Bread

Team Callstack Overflow 2

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Changes beforehand

- Level layout changes
- Additional breakable walls
- Item Shop
- Pickups may randomly catch fire
- Difficulty scaling
- Adapted fluid simulation - using a preconditioner
- UI changes and navigation improvements
- Post-game statistics





Organization

- Tests organized using a combination of discord and steam remote play together
- Two types of test:
 - Tests with two testers simultaneously
 - Less input from our side needed to conduct the test
 - Better for evaluating how new players try to learn the game
 - Tests with only 1 tester
 - Second player still needed => One of us
 - The learning process is different in this type of test due to our (mandatory) input
 - Potentially better for finding problems in the later stages of the game
- Feedback collected from conversations had while playing and a post-game survey



Participants

- 17 participants
- Mostly friends and/or fellow students
- Majority of participants play games at least somewhat regularly



Post-Game Survey

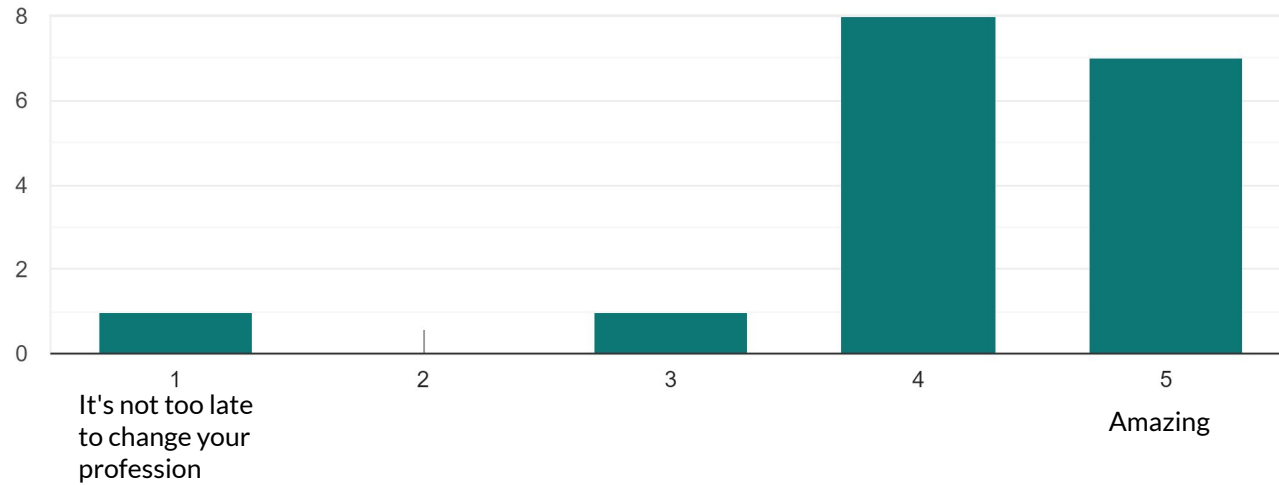
Contents:

- Some questions about the play session and the tester's gaming habits
- Questions about the game's difficulty
- Questions regarding various game elements (co-op, air system, information display, sound graphics, tutorial)
- Free form feedback for things a tester did/didn't like, things they thought took too long, additional comments
- Overall rating

Results

How did you like the game overall?

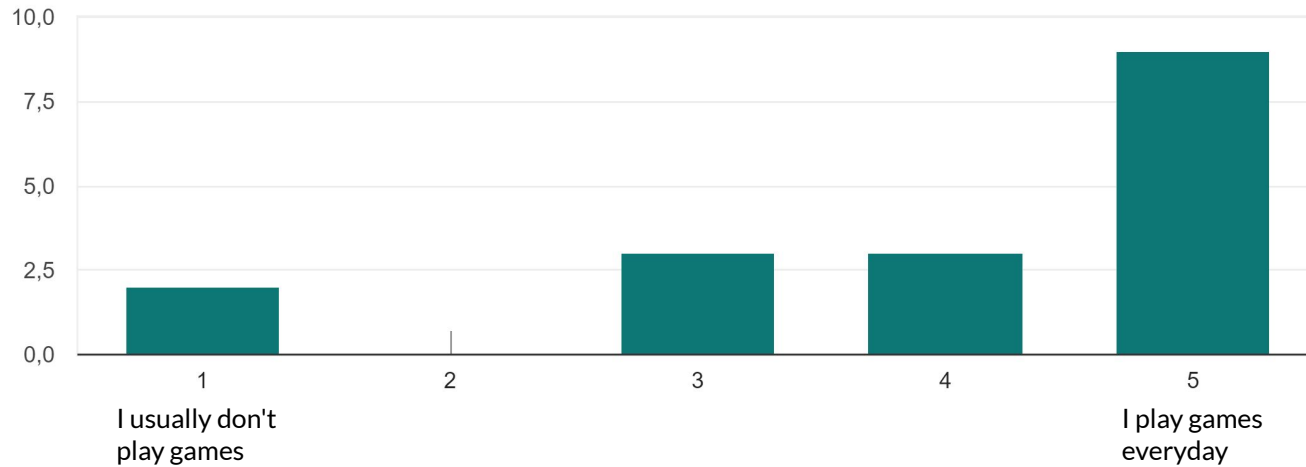
17 Antworten



Results

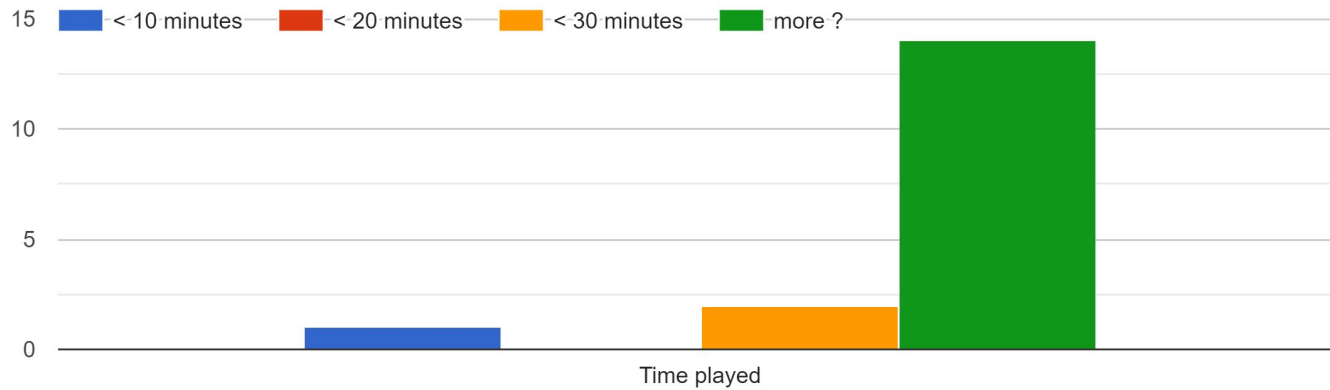
How often do you play games in general?

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Results

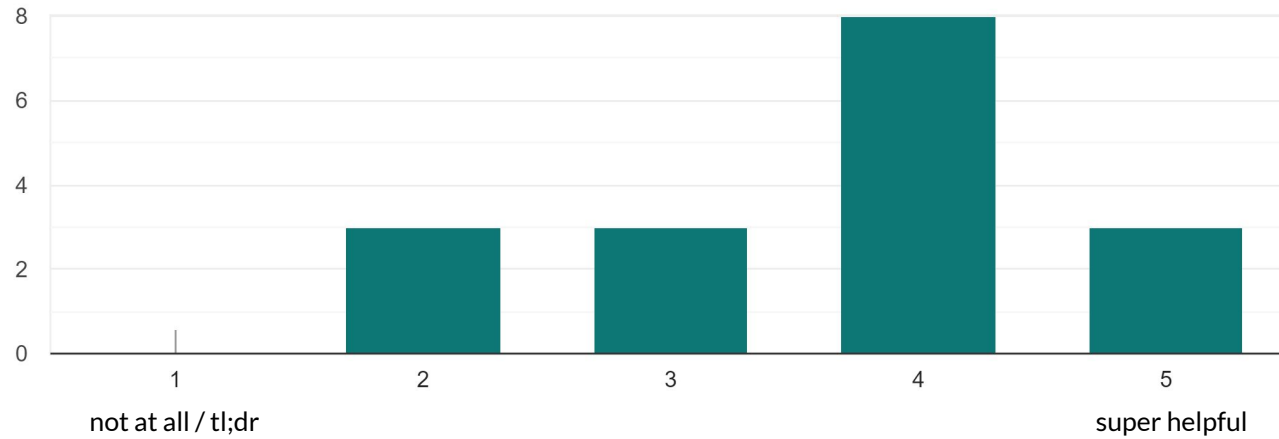
How long did you play?



Results

How helpful was the tutorial?

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Results

Rate the difficulty of the game





Results

Favourite elements:

- Fluid and air simulation/visualization (5x)
- Asteroid mini-game (4x)
- Gathering ingredients (2x)
- Cultivating plants (2x)
- Learning the game (2x)
- ...



Results

Most annoying elements:

- The cow (7x)
- Asteroid impacts (too many tasks) (4x)
- Asteroid mini-game (2x)
- Orientation problems (2x)
- Choosing which item to pick up (1x)
- ...



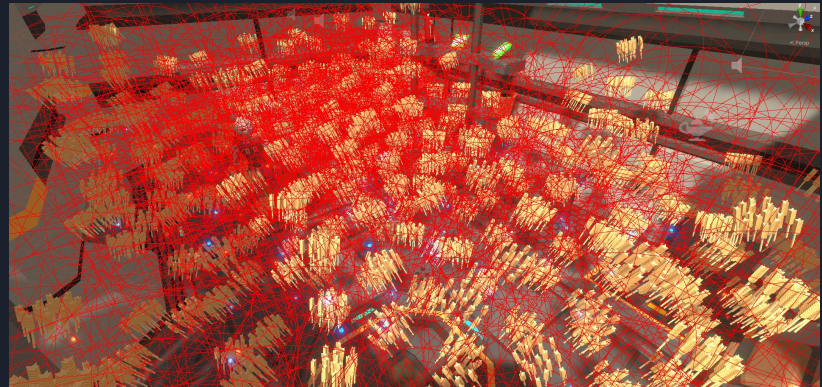
Results

Most useful comments:

- “More interactive tutorial & more distinct location visuals (maybe different lighting colors)”
- “astroids are coming pretty fast and sometimes hard to repair ...”
- “Maybe adding more Air flow elements Upgrades for the ship / A clear goal ...”
- “Control over which item is picked up on a stack. Accidentally interacting with doors/oven/fan when trying to pick up ingredients.”

Changes made based on Feedback

- Added arrows at the doors
- Added one arrow at the asteroid collecting minigame
- Circular bar also appears when repairing walls
- Reduced resolution of the fluid simulation
- Increased recovery speed of the players' oxygen supply
- Fixed bugs...





Planned changes based on Feedback

- Plenty more bug fixes and tweaks
- Improve interaction object selection and visualization
- Item storage
- Plant descriptions when planting
- Speed up wall repair when two players try to repair simultaneously
- More failure-inducing events for the late-game to reduce reliance on asteroid impacts ending the game
- Improve oxygen bar visibility
- Make plant pots stay upright more often
- Highscores
- Rotten pizza
- Hearts appear whenever the cow is fed or petted <3



Thank you!