

Playtesting Report

AQUARIOKART

DOUBLE SPLASH!!

Team Markedly Minified Olives

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Organization

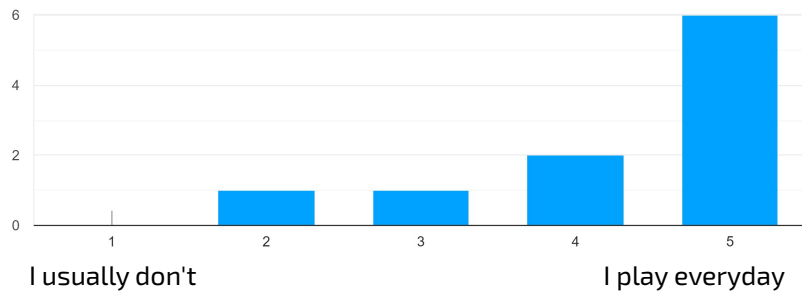
- Playtest guided by Google Forms Survey
 - Survey starts off with a short summary of the game and installation instructions
 - Task for testers: Play at least one race with the following settings:
 - Spectate AI Racer - OFF
 - AI Opponents - 7
 - Lap Count - 3
 - Once Task Completed: Post-Game Survey for collecting feedback
- Playtesters could optionally join us in a voice or video call during their test

Participants

- Family members and friends
- 10 out of 12 playtesters completed the survey

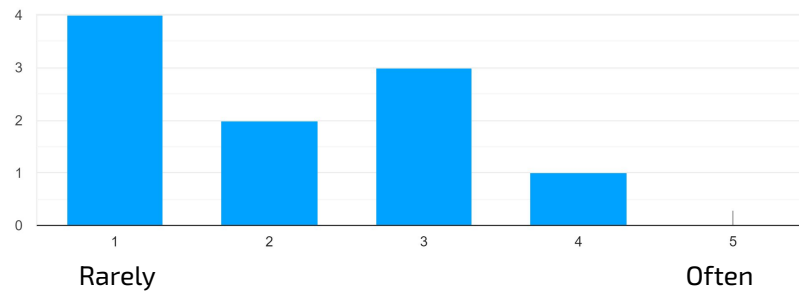
How often do you play games **in general**?

10 Antworten



How often do you play **racing** games?

10 Antworten



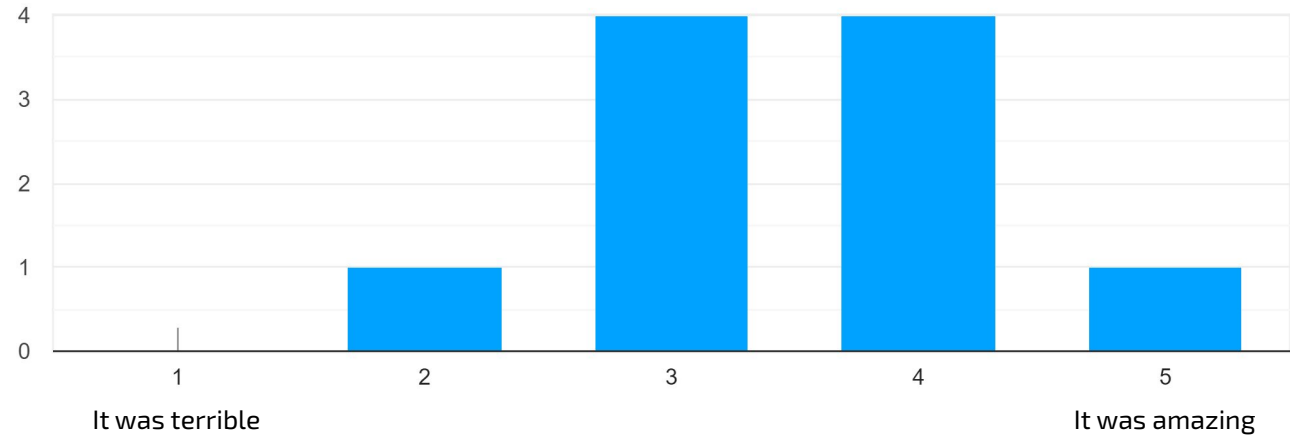
Post-Game Survey

- Split into 7 Sections
 - Personal Information (Gaming habits, play-session length, input device used)
 - Overall impressions
 - Impressions of the Vehicle, Camera
 - Item + Water System Evaluation
 - AI Evaluation
 - Menu Evaluation
 - Race Track Evaluation
- Feedback gathered mostly through likert scales + multiple choice questions
- Each Section allowed for optional free-form feedback

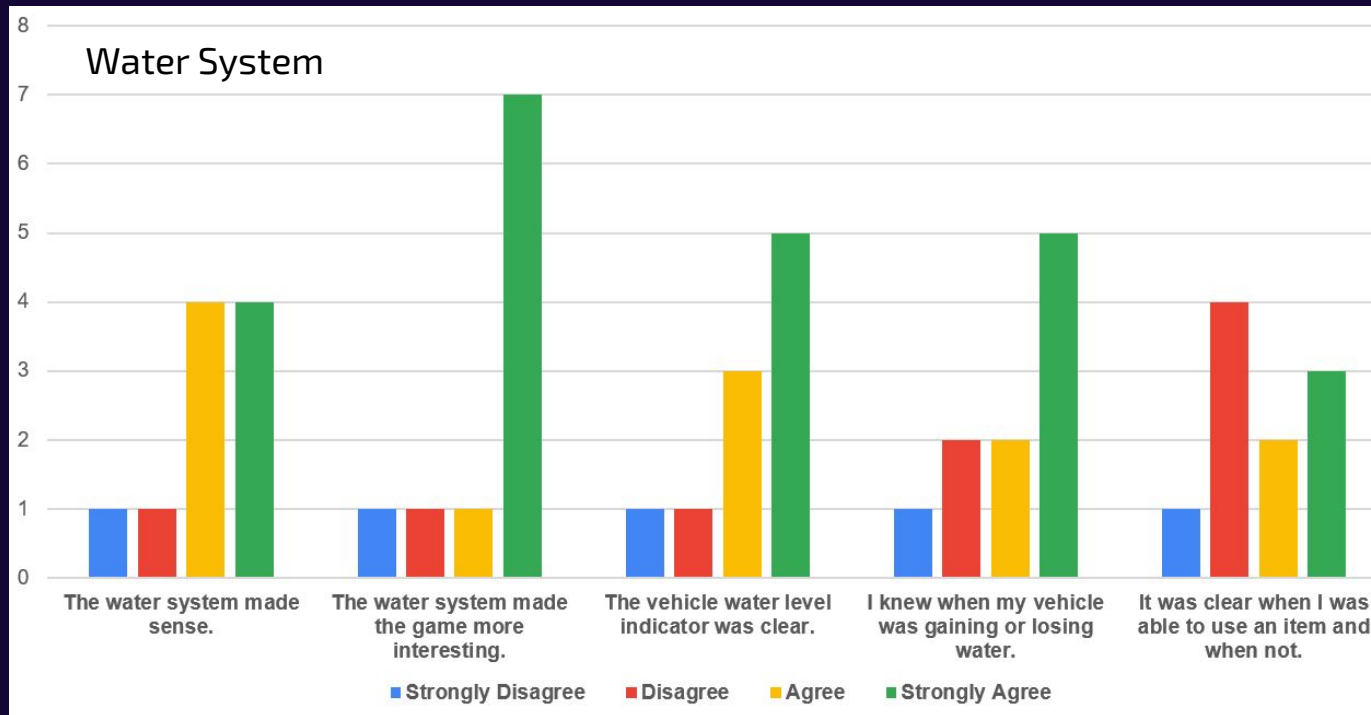
Results

How did you like the game overall?

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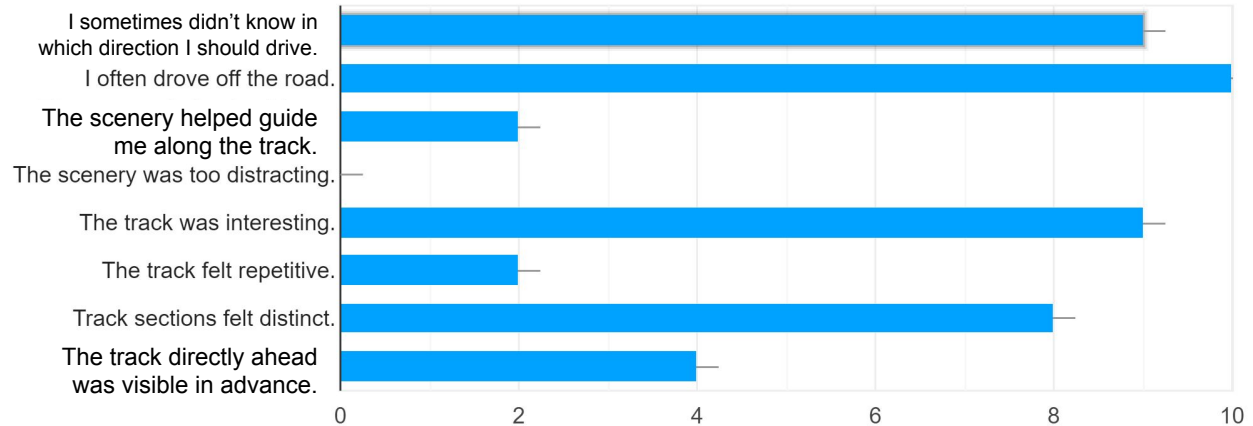
Results



Results

Which of the following statements apply?

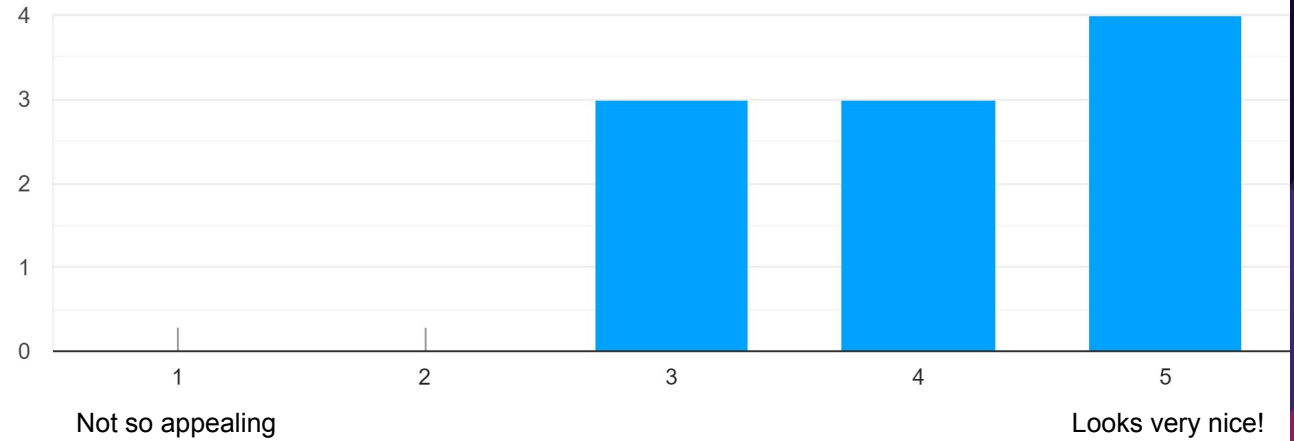
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Results

How visually appealing was the game to you?

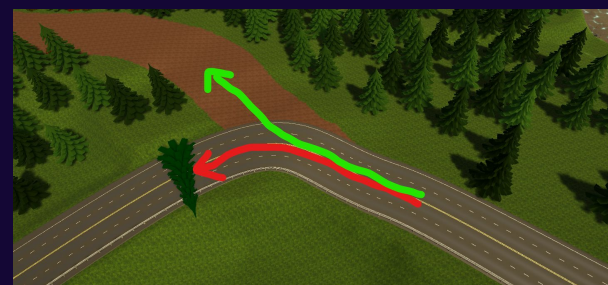
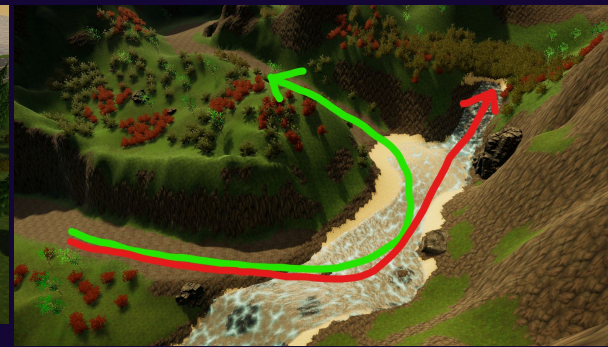
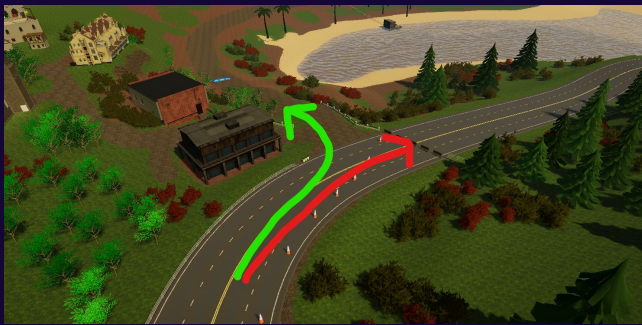
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Results - Favorite Elements

- Menu
- Unique Item interactions
- Water mechanics
- Camera System
- Graphics





Results - Criticism

- **Difficulty**
- Track Readability in some areas
- Water Indicator for Item cost/gain, water usage indicator
- Off-road handling (too slow), Drifting mechanic
- Item/Water balancing



Results - Most Useful Comments

- “**The drift is a bit weird for being a toggle.** In other fun racer games (...) the drift was always active for as long as I press the drift button. Having to realign my car to be sure to disable drifting somehow always catches me off guard. (...) What I can say is that a bit **more optical feedback** for as long as the drift is active would be nice!”
- Regarding the race course:
“Favorite: The **Mountain pass, ample water and interesting terrain interaction,**
Least favorite: The **Seaside track section, this part of the track is very barren and is in dire need of some eye candy,** especially since it is so long”
- “Maybe **add arrows at places where it's not super obvious where you need to drive.** It's fine already when you drive the track again, but it would be good to not have a hard time when first driving a track”
- “Awesome game, the in my opinion hardest part, **the controls stick it pretty much except the drift on keyboard. Scenery an Ai make the game worth playing more times,** and I still need to get in 1st place so I gotta do it. **I wish the Items felt a little bit more useful,** either through having more often water on the track or/and better item balancing. (I rarely need the shield, because what do i really need to block)”

Planned Changes based on Feedback

- Difficulty settings / Difficulty Progression
- More items, such as “Bullet Bill” equivalent; Item tweaks
- steering assists for novice players
- Option for alternate drift controls, improve drift feedback
- Improve level readability
- Rework water cost/gain bars
- Extend pause menu
- Add music and sound effects

Thank you!