

Soaper Duck Playtesting Results

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Recap: Endless Runner

- 2.5D bathroom world
- Track procedurally generated
- Main theme revolves around sliding on soap and water mechanics



Playtesting

- 16 user study participants
 - Friends & Family
- Varying Age Groups
- Varying Gaming experience



Procedure

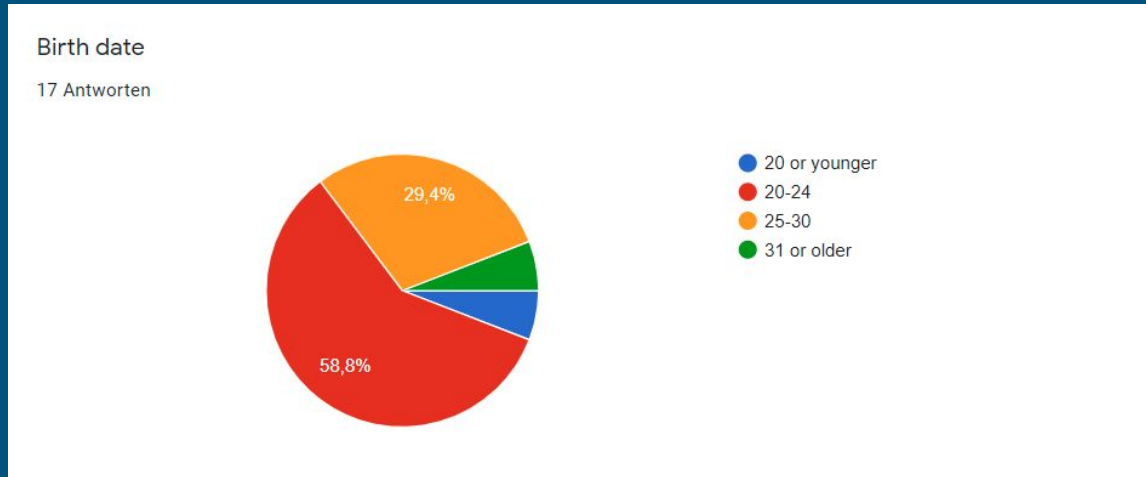
- Add small Tutorial screen
- Game uploaded on google drive
 - Link sent to participants
 - Play the main game 5~10min
- We did not explain any game mechanics
 - Find out if players can figure it out by themselves
- Survey after the gametesting
 - Via Google questionnaire 10~15min



Play the main game	5~10min
Fill out the survey	10~15min
Short discussion about the game experience	~5min

Participants

- Age

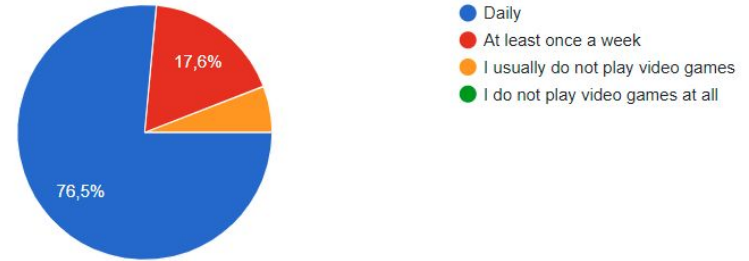


Participants

- Video game experience

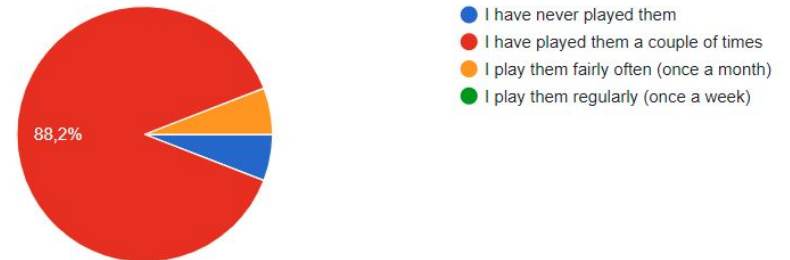
How frequently do you play video games

17 Antworten



How often have you played endless runners

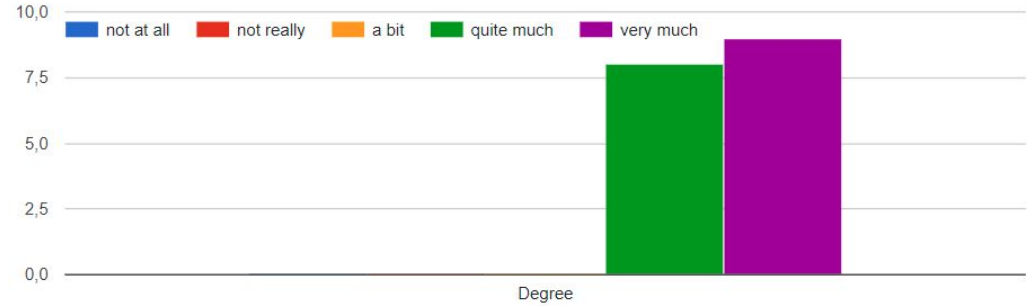
17 Antworten



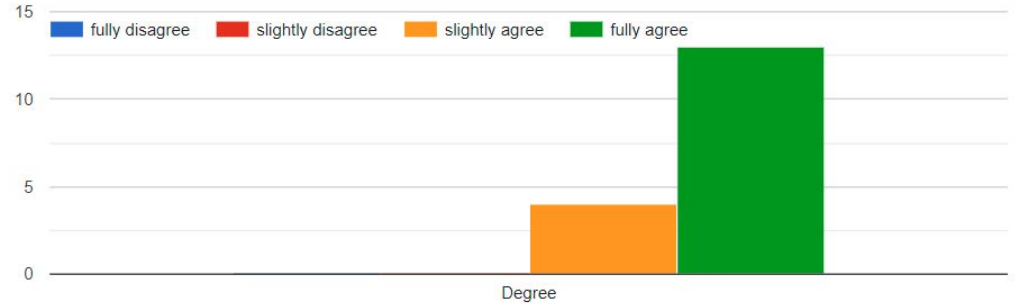
Results

- Theme Capture

Would you say the gameplay captures the theme "Wet&Slippery" well?



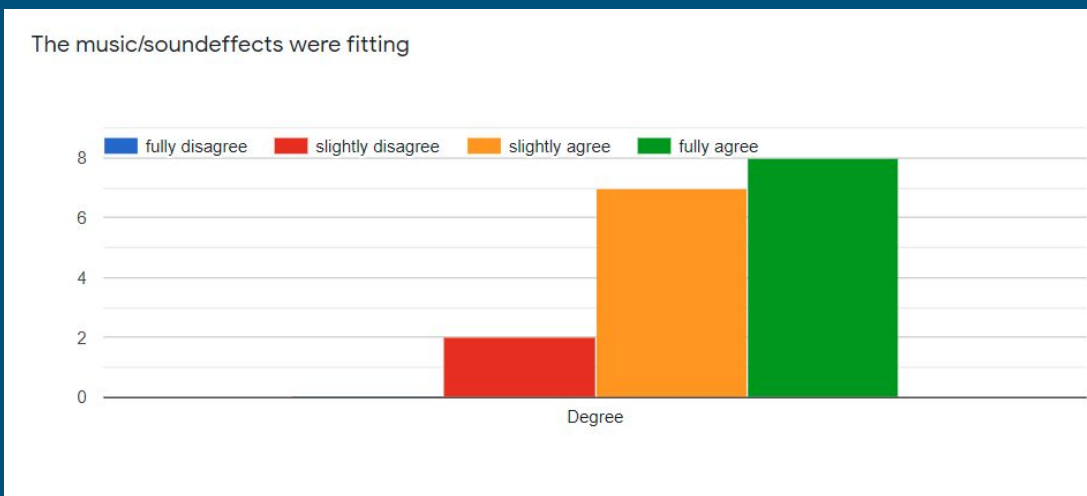
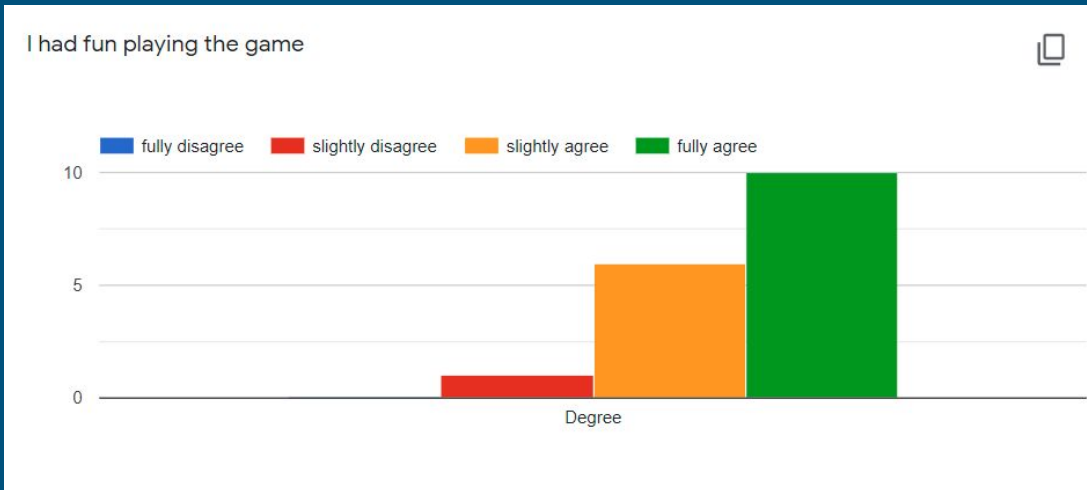
The exterior design of the game was fitting the theme "wet&slippery"



Results

- Fun

- Sound

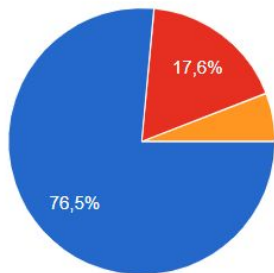


Results

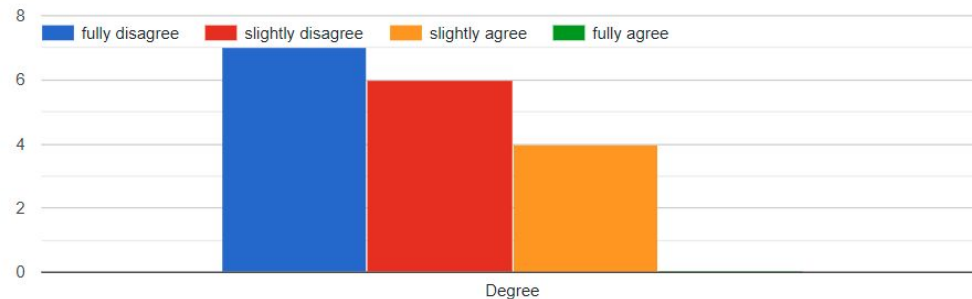
- Gameplay

How frequently do you play video games

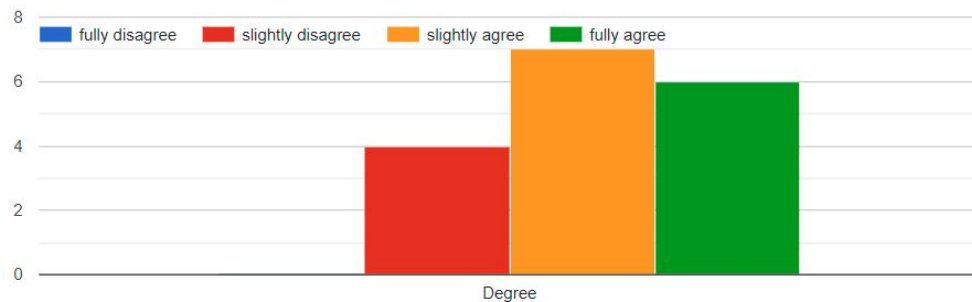
17 Antworten



I died way too fast



The controls were intuitive and easy to control



Feedback

- No background music
- Tutorial needs to explain the water splash mechanic



Improvements based on survey results

- Added background music
- Updated Tutorial

