

Slippery Bash

Slippery Bash Playtesting Results

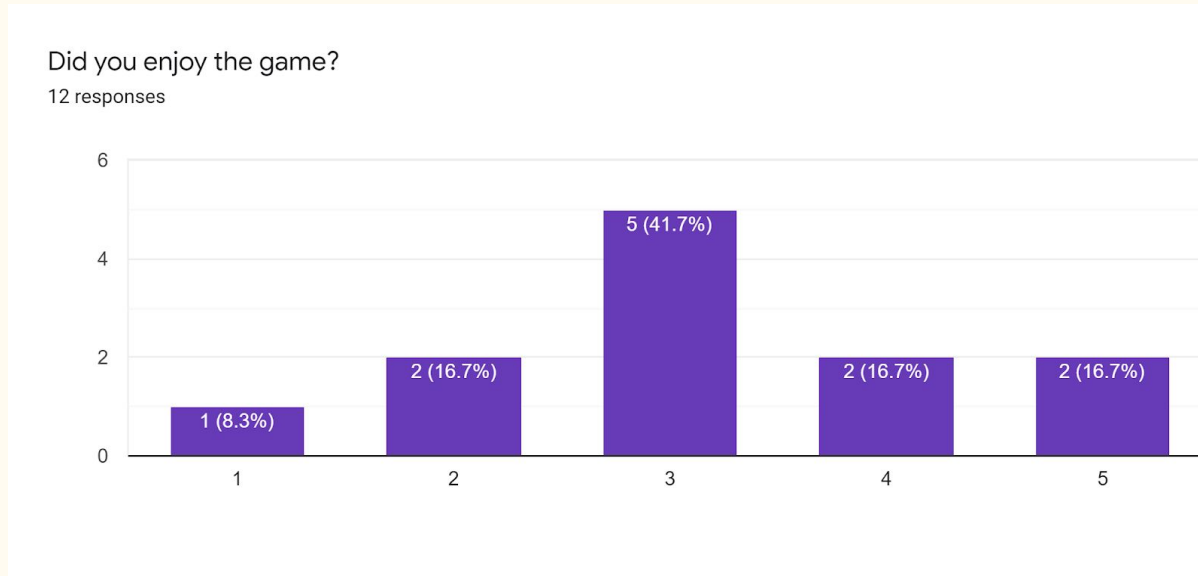
Team Ice Guys

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Playtest Setup

- Internal playtest
- Major bugs noticed
 - Player movement and punch behaviour needed some adjustments
 - Changed player movement to being less force based -> more control
 - Maked punch animation more noticeable and less clunky
- Created google survey
- Test with friends via parsec
 - Iterations during playtest to fix major bugs immediately

Survey Results



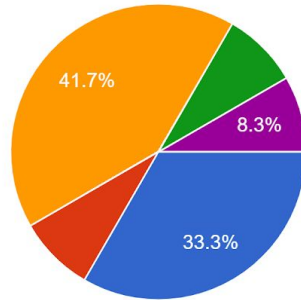
Survey Results



Survey Results

How was the length of one game round?

12 responses

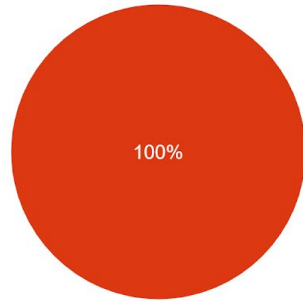


- Too long!
- Too short!
- Perfect!
- Apart from jumping on water and not ending the game. I think its short for how the platform quickly ends but fair in terms of the number of players destroying the platform.
- Couldnt really finish a proper played round because of the ucurrent game state

Survey Results

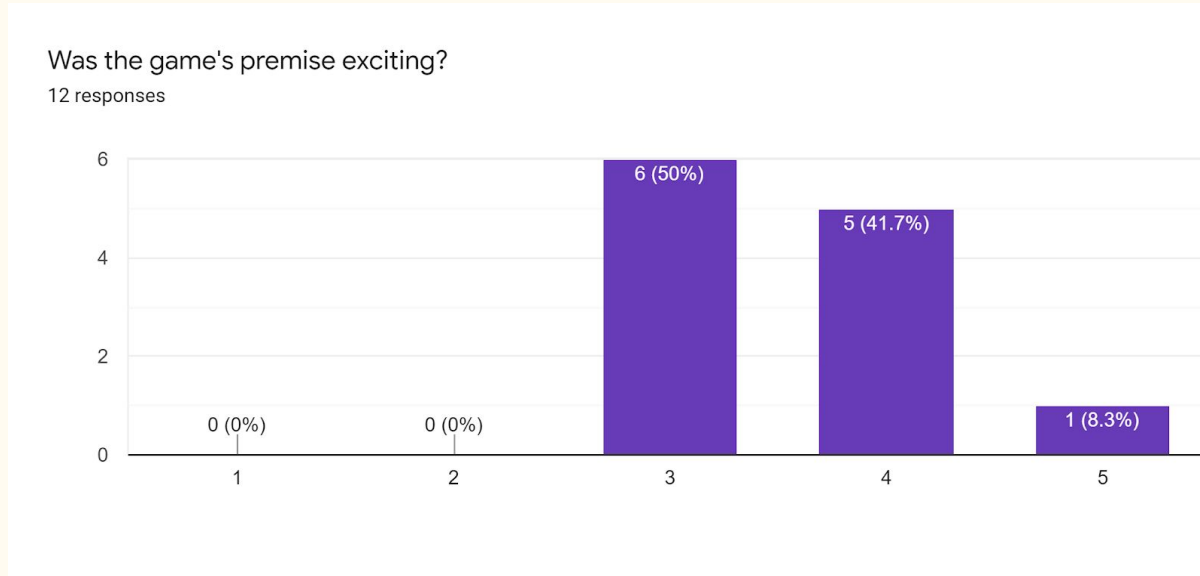
Do you prefer to play alone or with human opponents?

12 responses

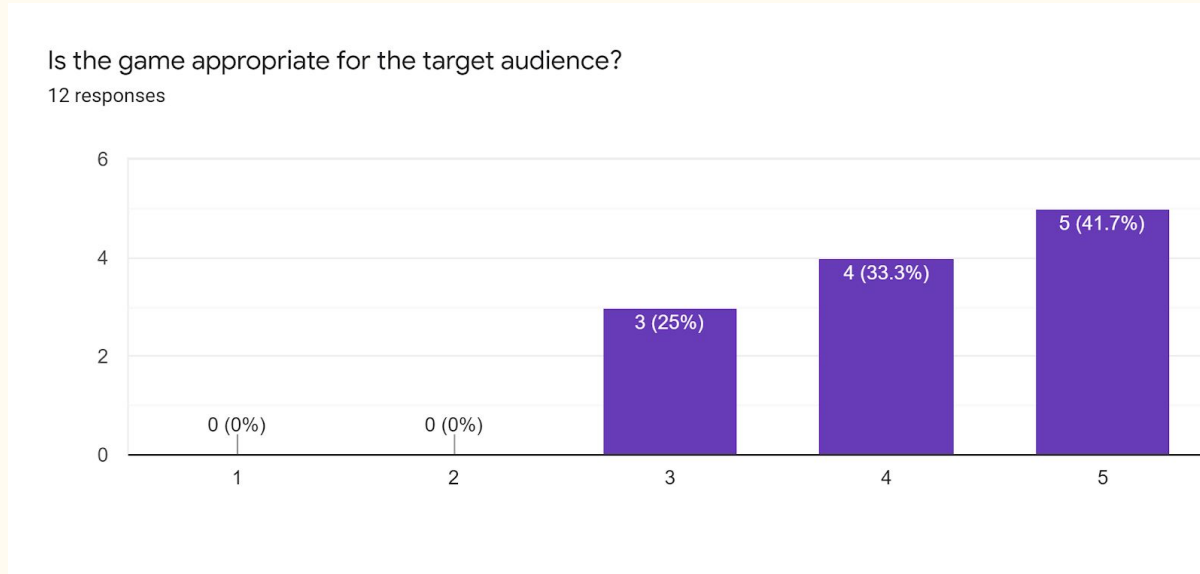


- Alone
- With opponents

Survey Results



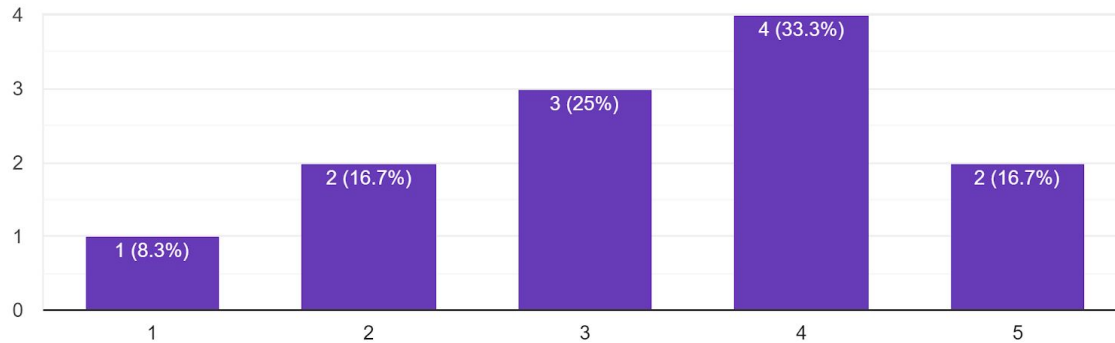
Survey Results



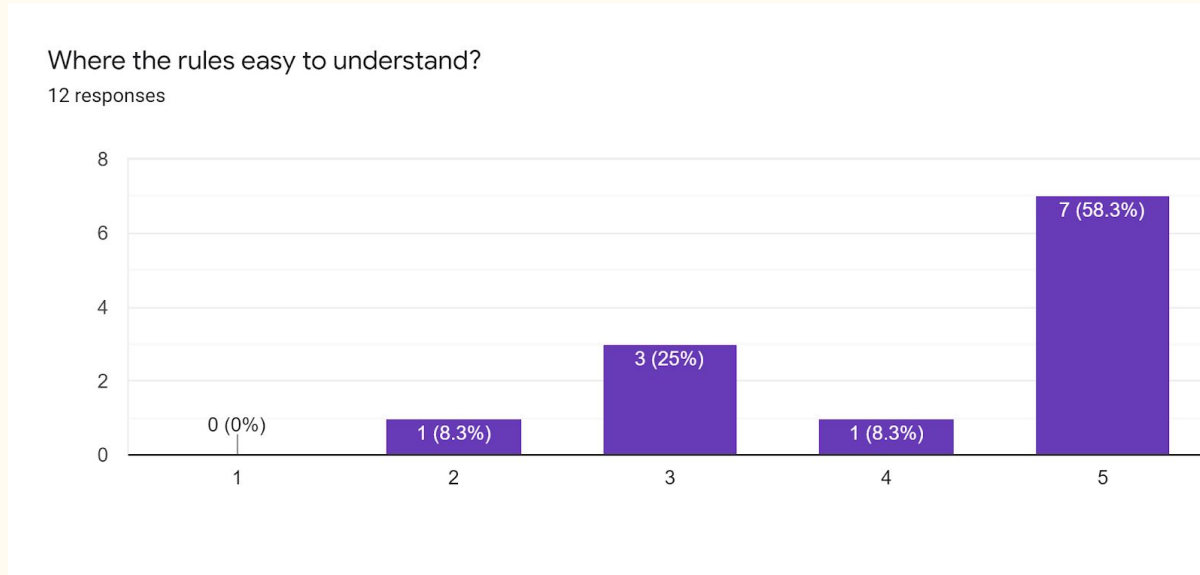
Survey Results

Did you feel a sense of dramatic climax as the game progressed?

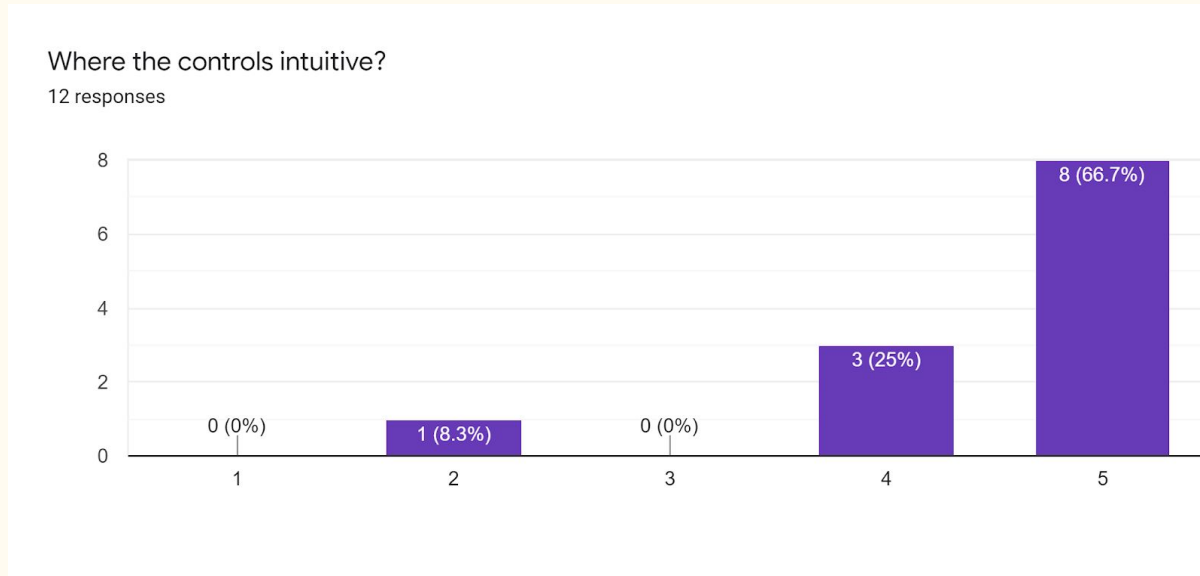
12 responses



Survey Results



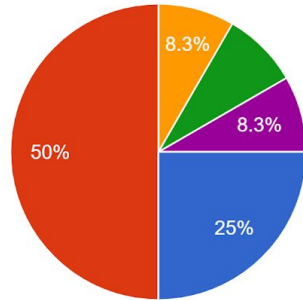
Survey Results



Survey Results

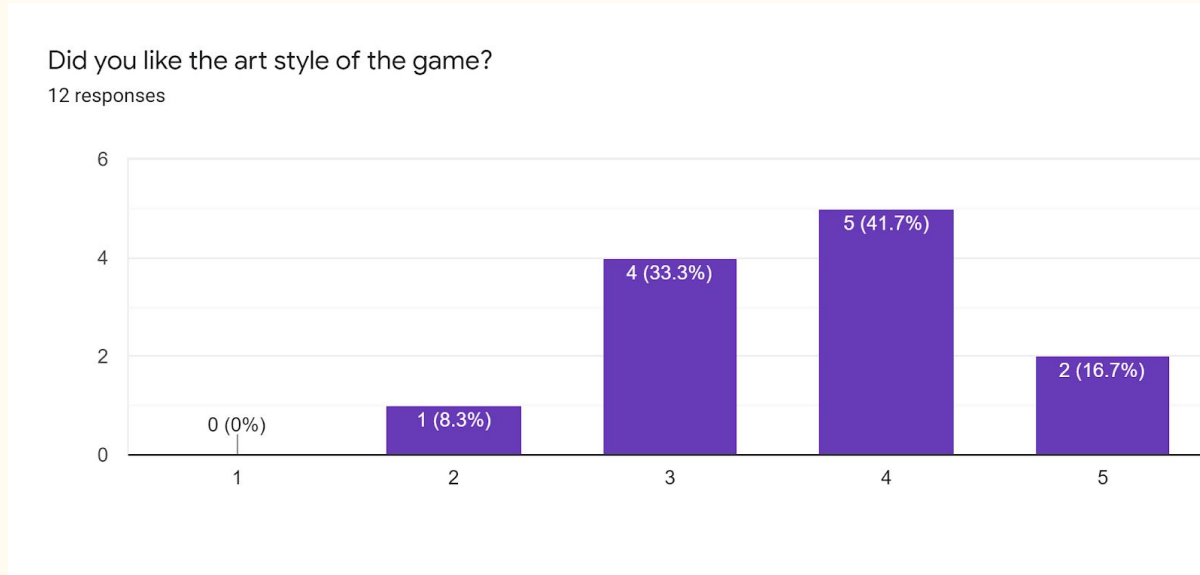
Would you purchase the game?

12 responses



- Yes
- No
- Depends on the price
- Not in the current build state.
- Only if polished with maybe more classes to choose from

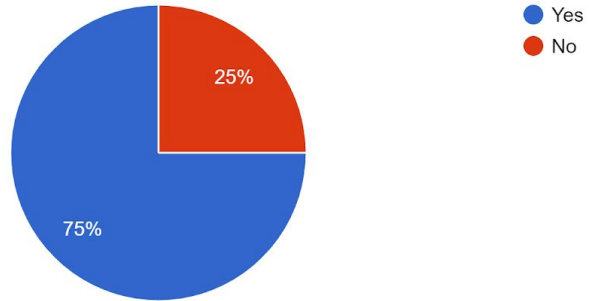
Survey Results



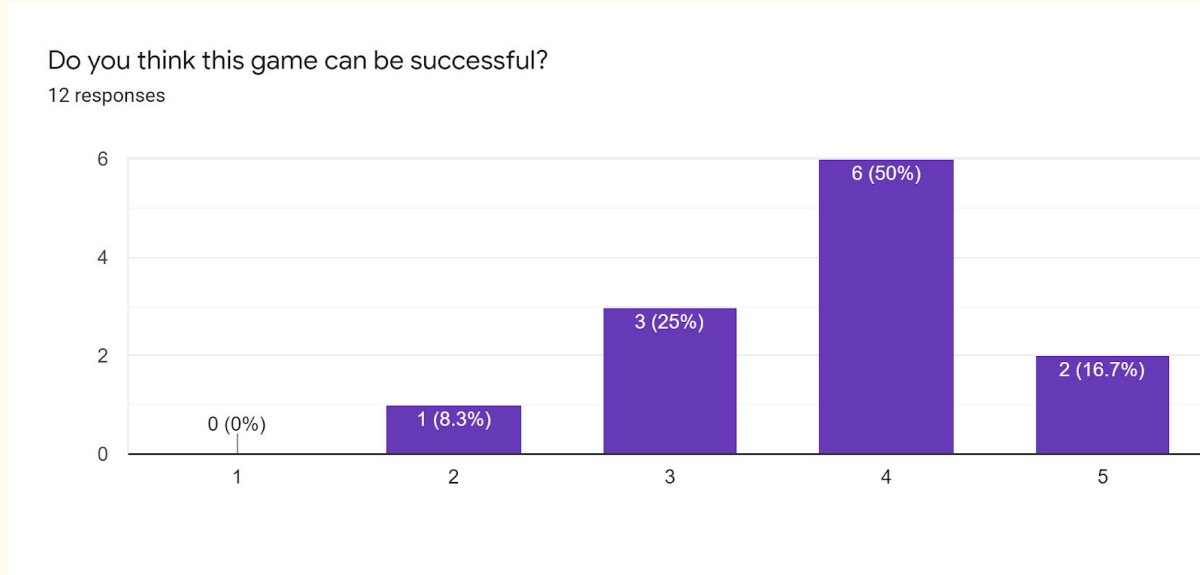
Survey Results

Would you like to play the game again?

12 responses



Survey Results



Conclusion and Future Improvements

- Most of the players enjoying it and see potential
- Positive feedback on game duration, art style, and easy input system
- However, many improvements needed
 - only 50% want to purchase the game

Game Objective

- Mostly unclear
- Tutorial needed



Game Flow

- Surviving is too easy
- No real motivation to take action
- Optimal winning strategy: Hide in a corner and wait for it to be over

Game Flow - Swimming

- Key part of why surviving is too easy
- Should have balanced mix
 - Give players fighting chance
 - But not be too easy to come back

Game Flow - Jumping from Water

- Players could jump indefinitely while swimming
 - Made dying too hard
 - Idea: Players cannot jump while swimming (duh)
 - Problem: How do the players get back on the platform?
 - Solution: Players can only jump if they're in contact with a platform
- Strength bar would regenerate while players are mid-air
 - Players could survive 'indefinitely'
 - Adjusted to only regenerate on land

Game Flow - Strength

- Key game mechanic
 - But only visible when player is already dying (in water)
 - Seems like an afterthought
 - Players had no way of telling its value after coming out of the water
 - Very bad for critical situations
 - Most players intuitively read it the wrong way
 - Air running out, not water running in
 -

Game Flow - Stamina

- Strength Bar \Rightarrow Stamina Bar
- Reversed for more intuitive design
 - Stamina 'runs out'; refills with time
- Be more central as a game design aspect
 - How?
- Always visible
- Max stamina is controlled by different game aspects
 - Getting punched lowers your max stamina
 - Higher motivation for hyper-aggressive behaviour

Game Flow - Events

- Too uneventful
- Storm:
 - Directly aim at players,
 - Higher probability at “campers”
 - Increase motivation for movement
- Snow:
 - Testers expect a regenerating event
 - Instead of initial idea of regenerating tiles, stamina refilling item spawns
 - Only the player who punches it is rewarded
 - Increase motivation for player interaction/competition

Audio

- (Default) Background Music
 - Repetitive
 - Out-of-place
- Event Music
 - Snow Event: wrong audio; raining sound
- Sound Effects
 - Missing important clips
 - Movement
 - Swimming
 - Lightning wind-up

Physics

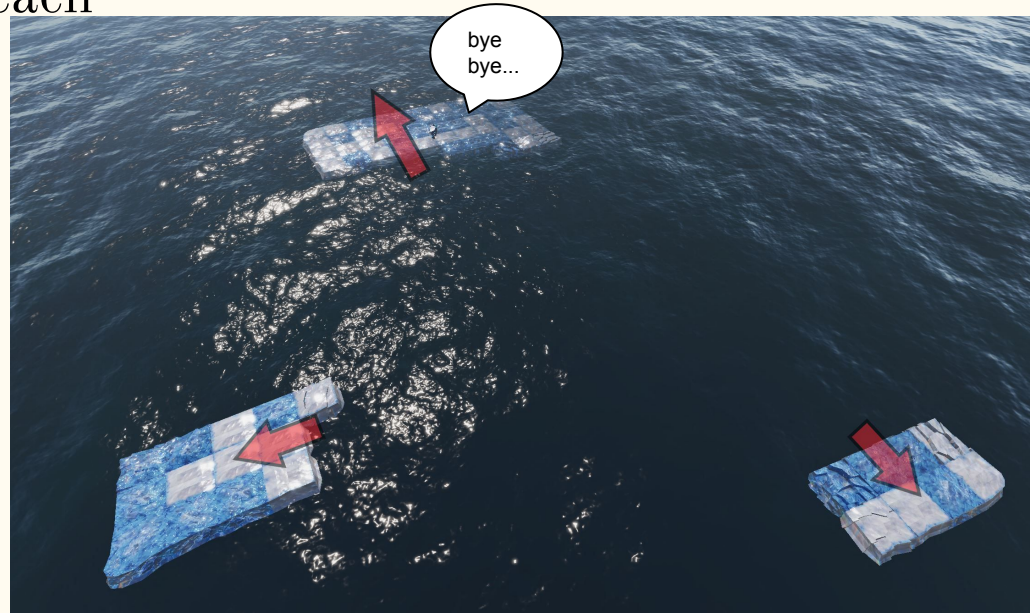
Player Movement

- Has been improved between the iterations
- **First iteration:** Movement was by applying force to the character
 - very hard to control at all times
- **Second iteration:** Movement was by changing the velocity
 - more rigid and easier to control
 - but it was too plain
 - slipperiness was not noticeable
- **Third Iteration:** Added movement by force only when on slippery tiles
 - now slipperiness on ice more noticeable
 - more challenging
- But, transition from snow to ice and vice versa too often
 - difficult to adapt to slipperiness
 - need to lower the amount of snow tiles

Physics

Platforms can go far away from each other...

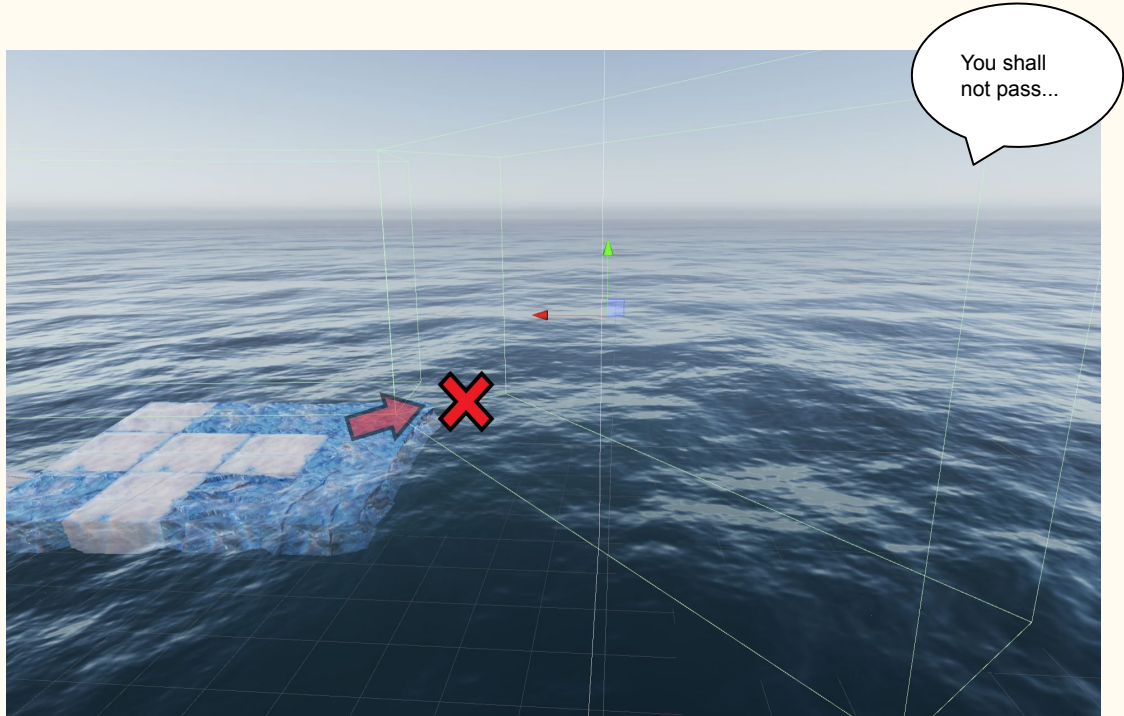
- Can make platforms inaccessible
- Lose a big portion of the level
- Set players far away from each other



Physics

We can use invisible walls...

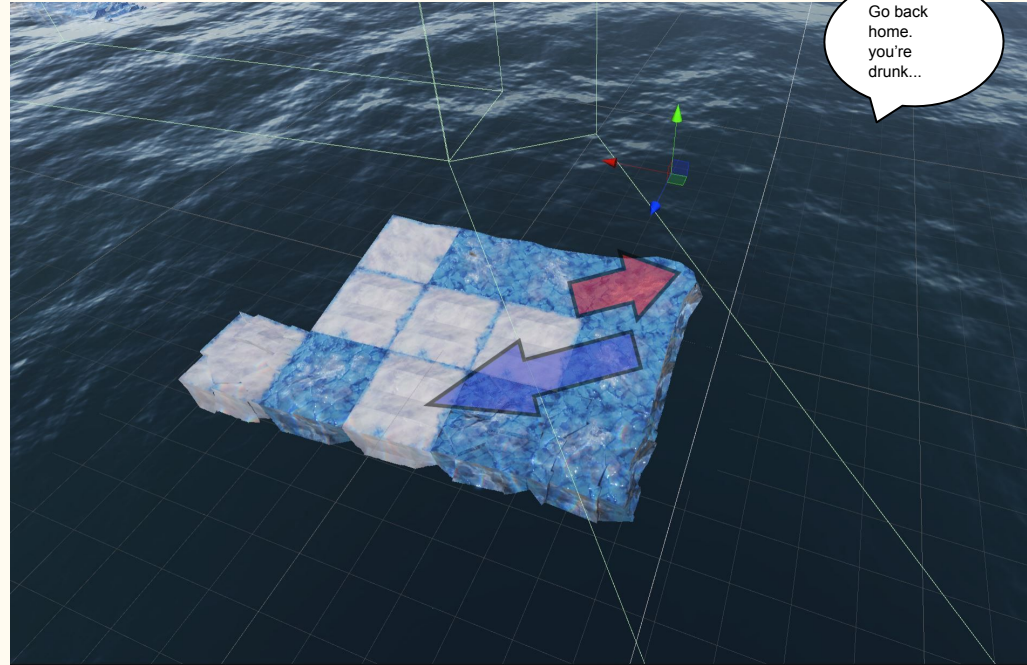
- Could fix the issue
- But will look artificial and unrealistic



Physics

Gently push the platforms back when they are out of bounds...

- Use triggers instead of collision in the invisible walls
- When in trigger area, the platform is pushed back



Final Thoughts

- Pre-testing Changes helped make the game much smoother
- Continuous Iterative Testing
 - Allowed for constant bug fixes & improvements
- Initially bugs ruined the experience
 - The game was essentially unplayable
- By the third iteration the game was in a much more playable (and fun!) state
- Testing experience confirmed that the game only works as a multiplayer
 - Single player experience does not have much to offer
- Relatively minimal changes planned for the final release
 - Focus on stability and playability
 - Need to playtest again to ensure balance

Questions

Thank you for your time!