Playtesting Results
Slippery Bash

Team Ice Guys

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Playtest Procedure

Set up of the playtest

After we finished the Alpha release and played the game ourselves several times, we recognized that, before we hand our game to a small private group of testers, we have to fix severe issues of the game that can break the gameplay and make the game crash. Also our movement behaviour was too unpredictable so we redone it to make it more "controllable" for the players, we changed the input of the movement from completely force based to a more simpler approach. With the fixes finished, we then could move on to prepare the actual playtest. With our game being multiplayer, in the beginning we were worrying about being able to test the game. However, with the help of parsec it was very simple, and the testers just had to download parsec and we then were able to test the game with up to 4 players at the same time. To collect feedback, we prepared a survey with google forms, and every tester filled out the survey afterwards. During the playtest we recognized that we still have some bugs that prevent the players from finishing the game. After the first iteration we then fixed the bugs and also added some changes to the movement behaviour which then were tested in a second iteration of the playtest with general more positive feedback, however both iterations are summarized in the following survey to get a better overview.
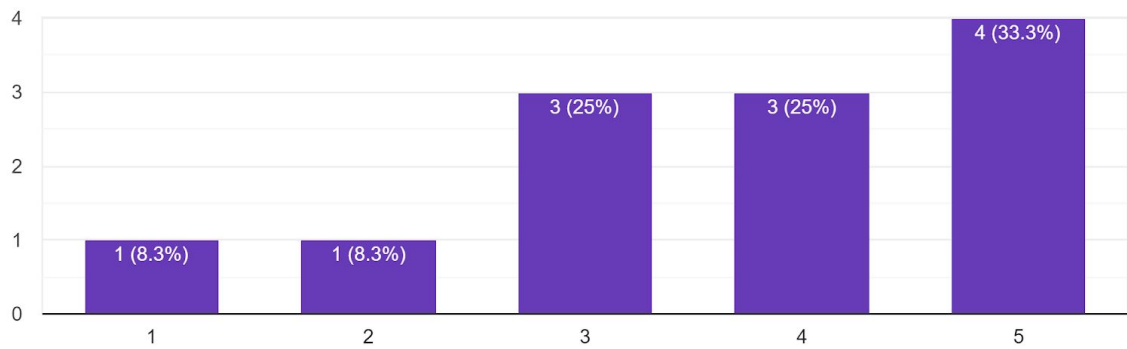
Survey Results
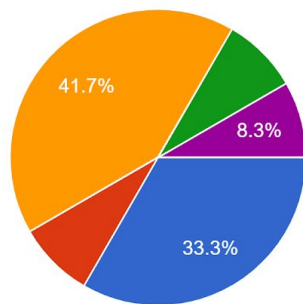
Did you enjoy the game?
12 responses
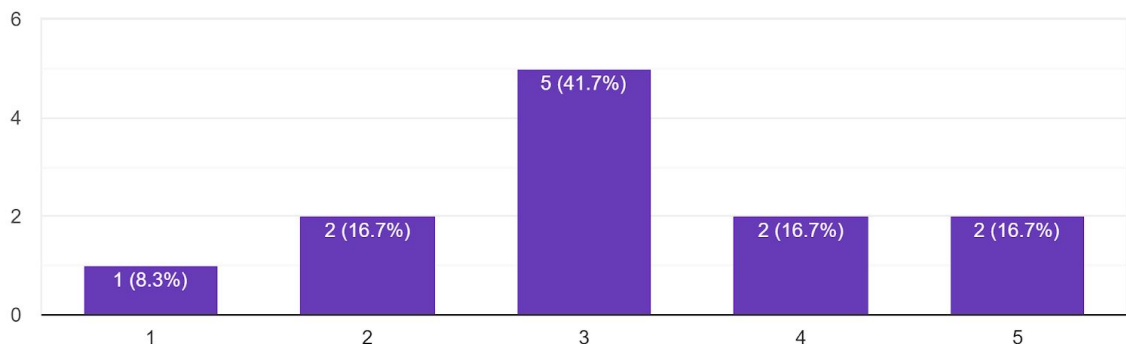
Was the objective of the game clear to you all the time?
12 responses

Value	1	2	3	4	5
Count	1 (8.3%)	1 (8.3%)	3 (25%)	3 (25%)	4 (33.3%)

## 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 ucrrent game state

Pie chart values: 41.7%, 8.3%, 33.3%

Do you prefer to play alone or with human opponents?
12 responses
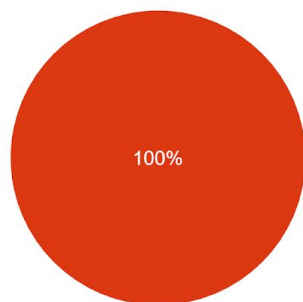
- 🔵 Alone
- 🔴 With opponents

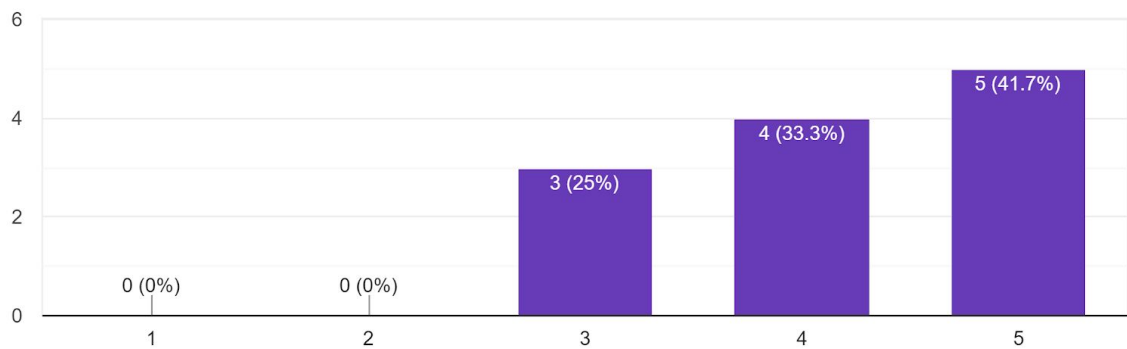Pie chart value: 100%

Was the game's premise exciting?

12 responses
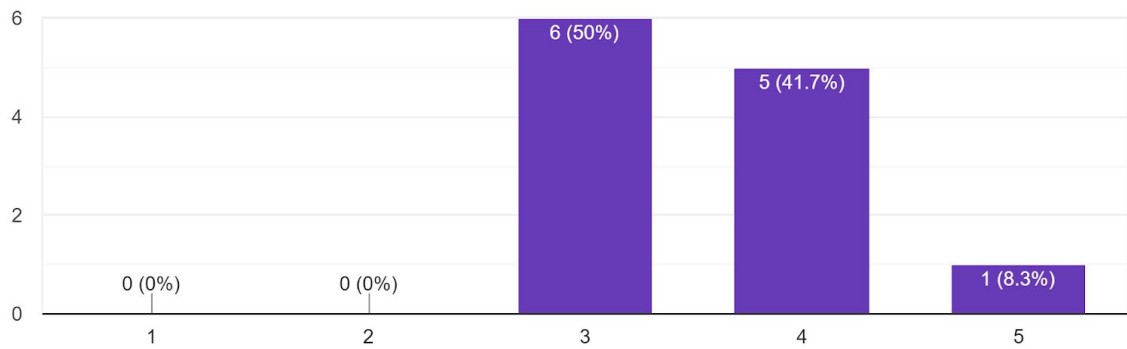
Is the game appropriate for the target audience?
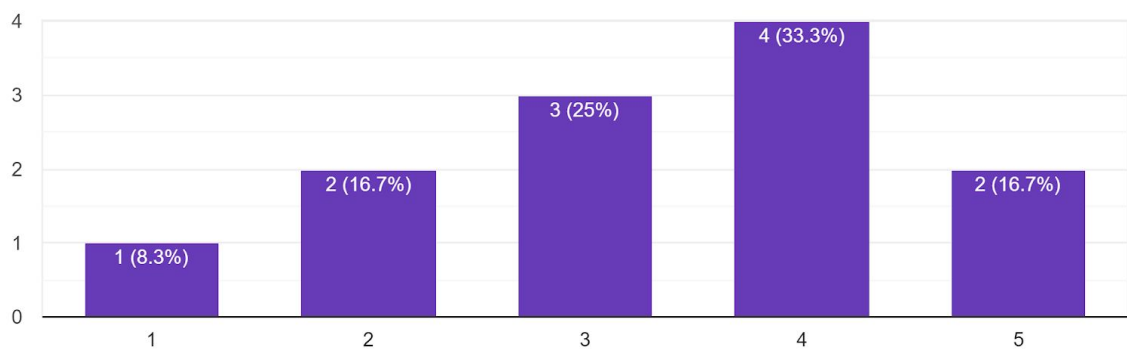
12 responses

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

12 responses

Where the rules easy to understand?
12 responses
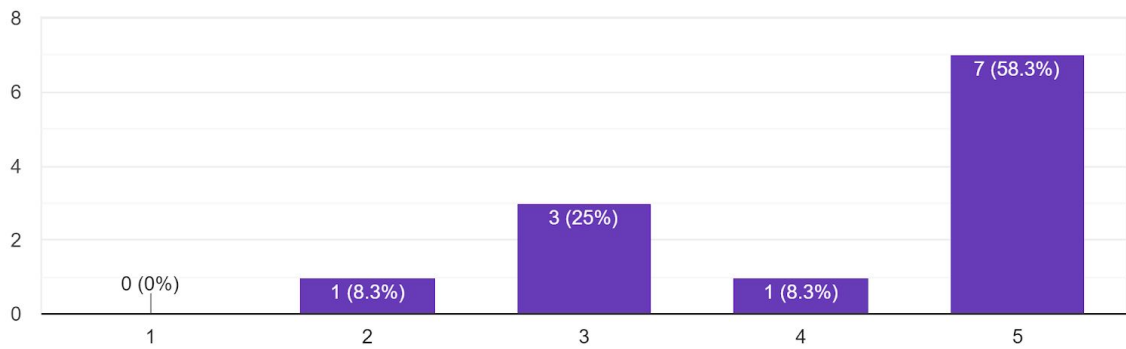
Where the controls intuitive?
12 responses
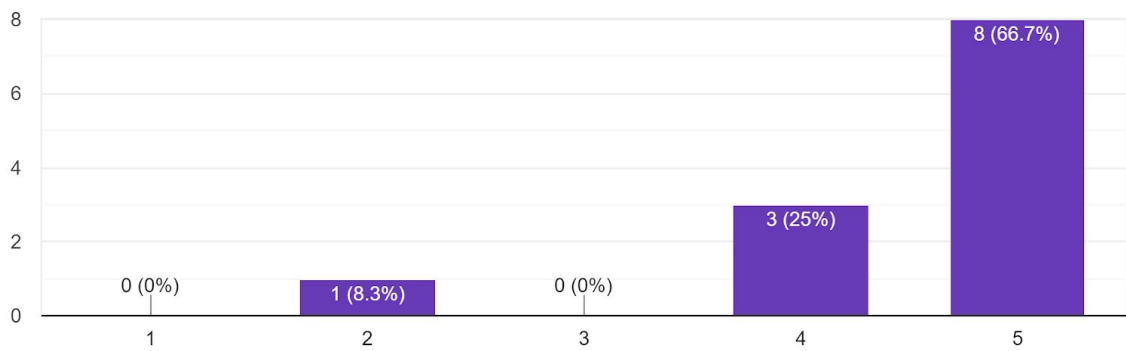
Would you purchase the game?
12 responses

- Yes
- No
- Depends on the price
- Not in the current build state.
- Only if polished with maybe more classes to choose from
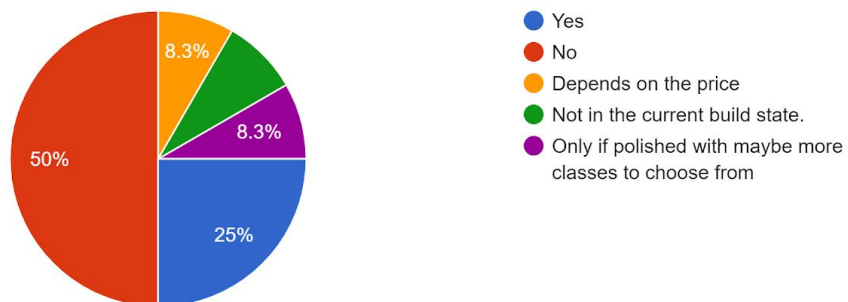
Did you like the art style of the game?

12 responses
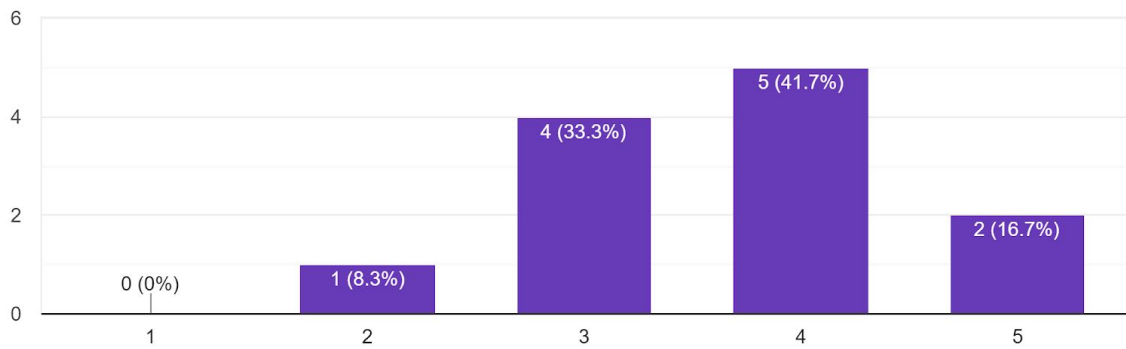
Would you like to play the game again?

12 responses

- ● Yes
- ● No

25%

75%
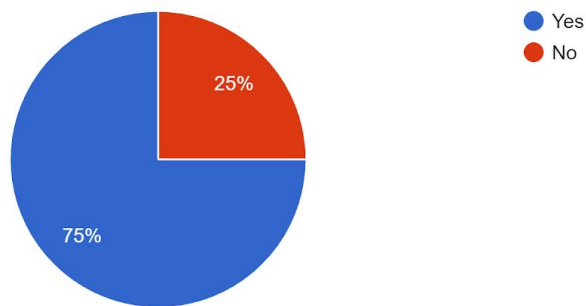
Do you think this game can be successful?

12 responses
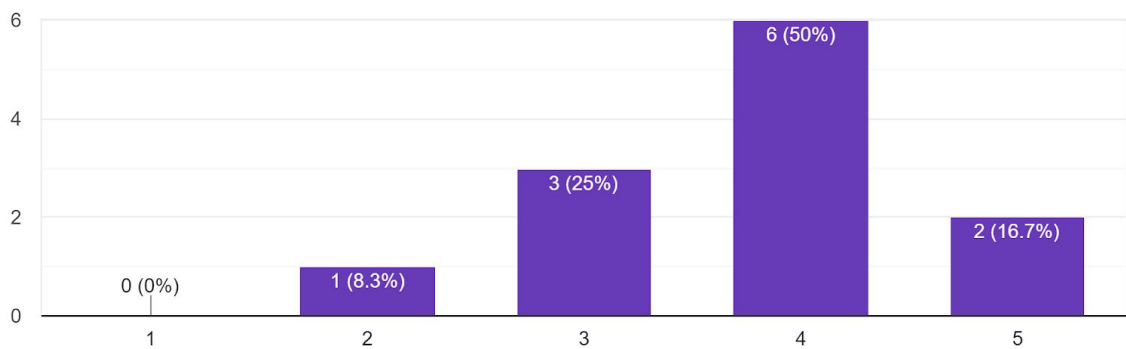
Conclusion and Future Improvements

Most of the players were enjoying it, and also most of them think the game can be successful, which is first of all very important and great to know. Also the input system and the round length were from almost all testers liked. They also liked the art style and the sense of the dramatic of the game, however only about 50% want to purchase the game, so there is definitely something to add which we will discuss in the following:

Game Objective

As seen in the survey but also during interviews, we see that it was not always clear what is happening and what to do. Even Though the Menu UI shows the objective "Last man standing", the testers didn't know how. Also, it was not clear what the Events do except for the Titanic Event. That's why we need to further explain them in the UI and other visual and audible cues in the final version.

Game Flow

Through the testing, it became clear that some players realized that just standing in one corner of the island is the best option to survive since there are no benefits of walking around and punching other players which increases the risk of falling into the water. Therefore we want to add a stamina bar that decreases with each hit of either player or lightning, and with reduced stamina bar the time the player survives in the water decreases as well. This way players are having better chances to be the last one standing if they try to reduce the stamina of other players by pushing them into the water.

As for the events, many testers found them too uneventful except for the Titanic event. To make the Storm event more interesting, we want the lightning to spawn directly at a player's positions. Also we want to introduce a mechanic that makes it more likely that lightning strikes hit players that move less than other players, which should also motivate them to keep moving.

For the Snow Event, the testers expected the platform to regenerate, which was our initial idea that was discarded due to its complexity. To still keep a regenerating event, we introduce a new feature to our final version. An item will spawn during the Snow Event that will refill the stamina bar mentioned above when one player punches it. This should also increase the competitive motivation between the players.

Additionally, it became evident that jumping in the water was much too beneficial. We started by an implementation between testing iterations that disallowed the player from regenerating stamina unless they have actually landed on solid ground. This helped, but jumping was still too strong in water, so for the final release we've decided to remove the player's ability to jump in water unless the jump can get them on solid ground.

Physics

As Physics is at the core of our gameplay, it is something that was iterated on multiple times before playtesting, and between iterations of playtesting, in order to meet player

expectations and apply critical feedback. The highest priority was to allow the players to feel in control when moving their avatars, which was not previously the case. The version we used in the first testing iteration was using physics material to distinguish between the two physics behaviours and the avatars were moved via changing the velocity through input directly, thus the testers felt too chaotic, free of physics while moving and jumping. We have changed the movement behavior between the iterations, so the player is moved by force unless the avatar is standing on snow. The testers of the second iteration have found it challenging to walk on ice and easy to walk on snow, which we were aiming for. However, since the difference between ice and snow was very noticeable and the transitions were too frequent, it was hard for the testers to adapt to walking on ice and, therefore again, the players were not in control. That's why we want to have less snow tiles for the final version, so the players can better improve their slippery skills.

During playtesting, a physics-related issue regarding the platforms and level design was noticed. The issue was noticed when the testers found it hard to reach parts of the map as the broken platforms were moving far away from each other. This issue can cause an imbalance in the game as the size of the accessible platforms can be magnificently reduced if a big portion of the platform moved far away from the players. The issue also can cause the players who are on separate platforms to become very far away from each other thus affecting the camera view as well as the flow of the game. One way of fixing this issue is adding invisible walls which act as bounds to the map. Although this solution would keep the platforms from going far away, it will feel so artificial and unrealistic to the player. A better suggested solution is to make these invisible walls act as triggers instead of solid colliders, and when the platforms enter those trigger areas, they would be gentilly pushed back to the center of the map ensuring that the platforms are always close to each other and within the player's reach.

Audio

The audio for the game was clearly lacking as indicated in the qualitative feedback from multiple testers. The background music often felt repetitive and out-of-place. The music for one of the events (the snow event) is misplaced (rain sounds), and a lot of effects are missing, i.e. movement, swimming, lightning wind-up. This resulted in reduced immersion.

Some examples from the individual comments of the survey

"jumps and bashes are a bit extreme. dangers aren't very threatening. we can survive if we keep jumping. ice kept running away from us eventually we gave up the chase and just died."

"Maybe more events and the game be score/life/time based so to have a certain end to the round/game."

"Nice Game. A lot of fun battling with opponent. Especially when game proceeded and the ice flow was separated in several pieces."

"More explanation of events/ better visualiation when platforms under water/ life bar always visible/ stronger attack if you hit somebody while jumping"

"Not many options right now. The premise is nice, need more polishing and game options."

So overall, there were many comments on how to improve the game in future, mainly by polishing and fixing bugs and the by adding more features and variety to the gameplay as well as pointing out things that are happening in the game clearer to the player.