

Solve'n Slide

Playtesting Presentation

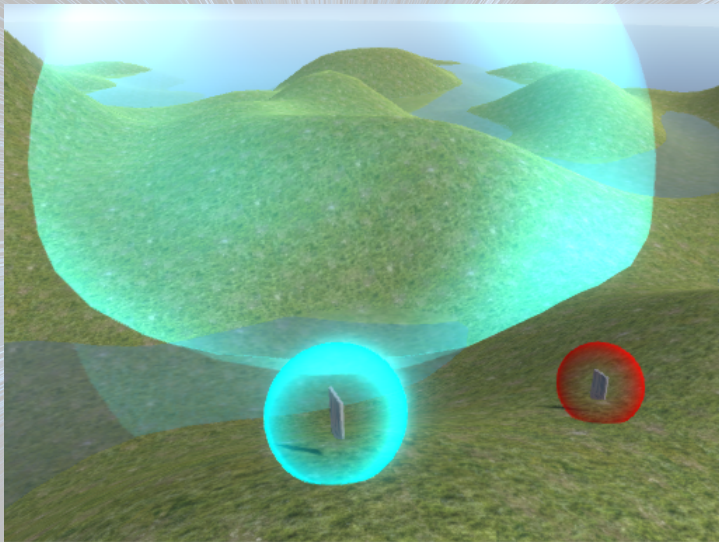
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Visual Upgrades



Visual Upgrades



Testing Procedure

- 15 participants
 - 10 male, 2 female
 - Age 16 to 27
 - 12 filled out survey
- Testing methodologies
 - 7 live tests
 - 6 Skype tests with screen sharing
 - 2 Skype tests without screen sharing
- Making notes during test
- Filling out survey (25 questions) afterwards

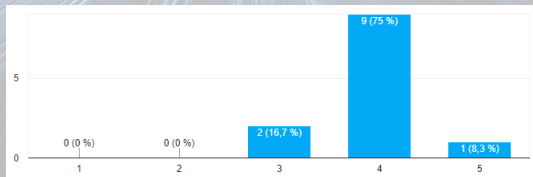
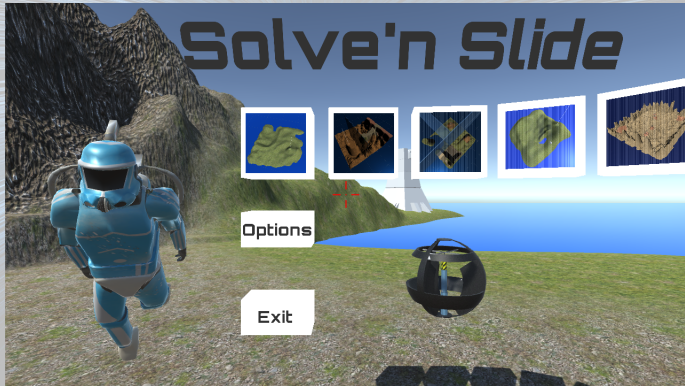


Figure: How much fun was the game?

Graphics - Main Menu

- Very controversial
- Negative:
 - Strange looking level preview images
 - Option button not working



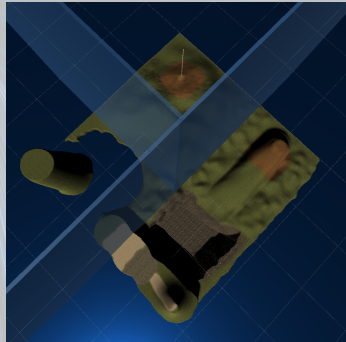
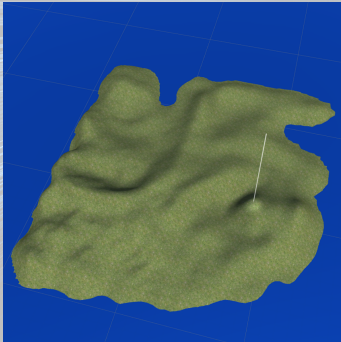
Graphics - User Interface

- Mostly liked
- Negative:
 - Inconsistent fuel display between levels
 - No fuel display in manipulation phase



Graphics - Environment

- Most disliked
- Negative:
 - Terrain looking empty (→ grass + trees)
 - Water and forcefields not recognizable (→ animated textures + shaders)



Controls

- Biggest criticism: missing information about key bindings
- Generally rather intuitive
- Changing height with mouse wheel felt strange (prefer combination of shift/ctrl/space)
- Dedicated button for restarting action phase needed (e.g. 'R')

WASD - Movement
Mouse Wheel - Change Height
'1' - Terrain Manipulation
LMB - Raise Terrain
RMB - Lower Terrain
'2' - Fueltank Placement
LMB - Place Fueltank
RMB - Remove Fueltank

Gameplay

- Update function
- Crashing
 - Screen resolution and graphics
- Manipulation phase
 - Burying

Leveldesign

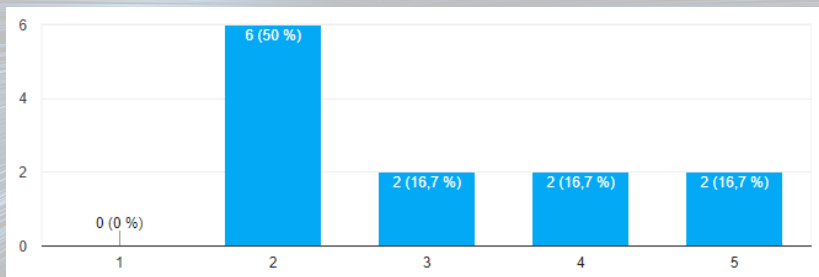
- Unclear what to do
- Not sure about some objects
- Too less of decoration
- Too simple
- But repetitive

Balancing

- Difficulty
- Fix inconsistency
- Collision box for fuel tanks and keys
- Goal: make fun but still challenging experience

Sound Effects

- Sometimes too loud
- In some cases no sound
- Wind sound was mistaken for jetpack



Wishes and Suggestions

- Different difficulties
- Tutorial
- More options
- Sound effects
- Option/Mode to always place the fuel tank on the ground

The End

Thanks for your attention.