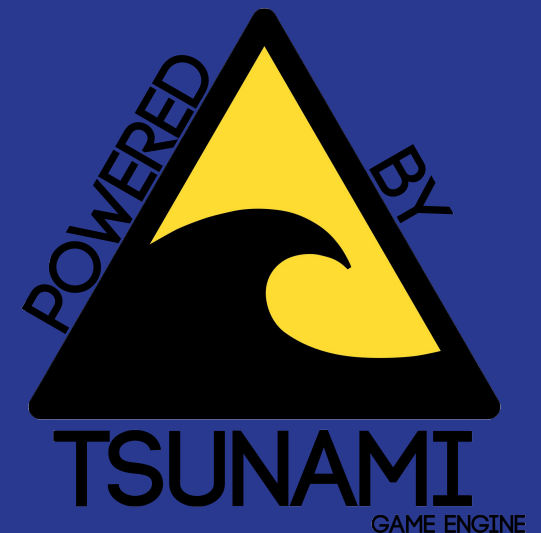# Icewave - Playtesting Presentation

Lorenzo La Spina, Lukas Prantl, Tobias Weiher

Changes since Alpha

- Surfer
- Interactive Particle System
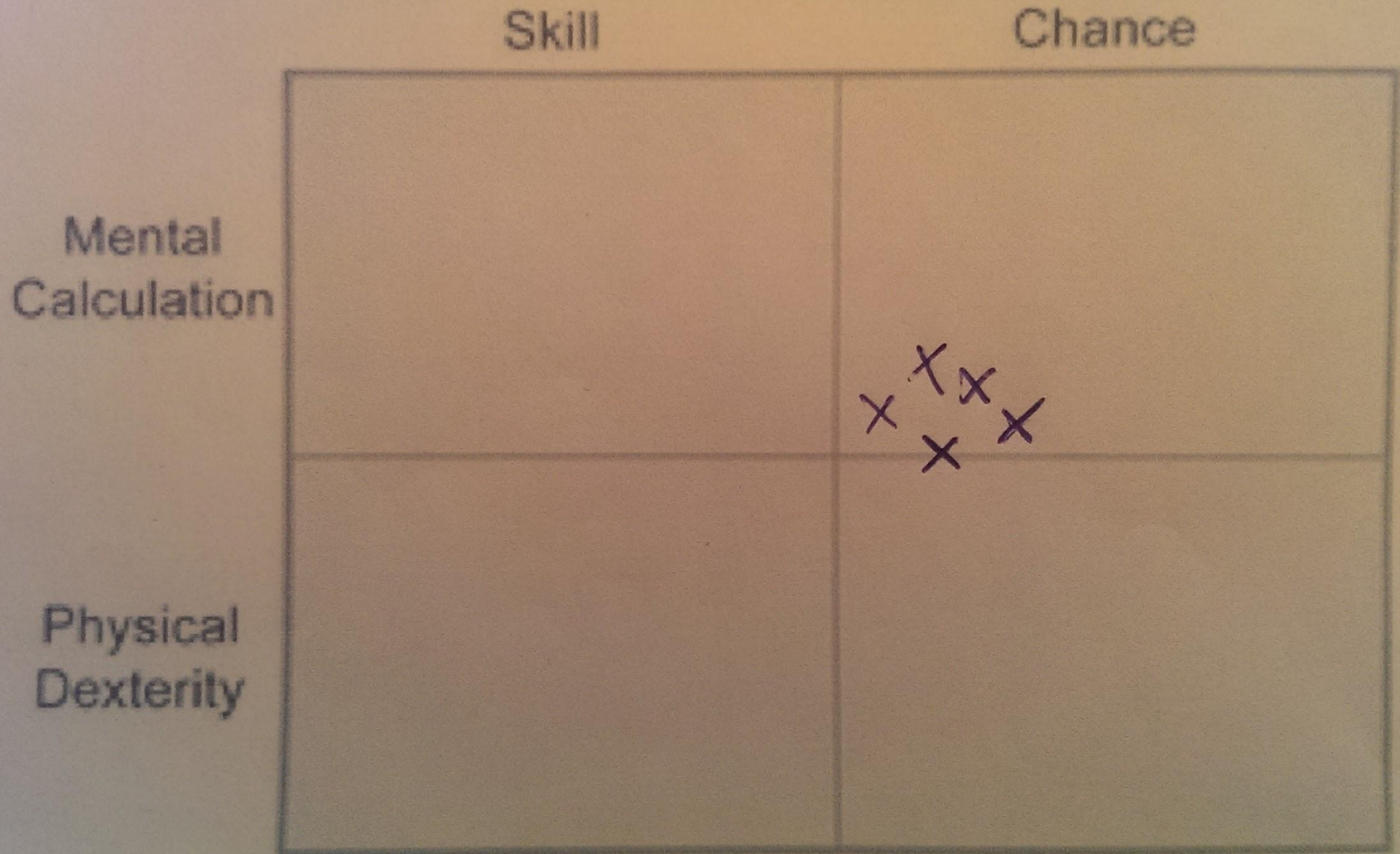- Animation
- Sounds
- Controls

Playtesting Session

- 5 playtesters on one day (additional testers separated on other days)

- Testing the game with keyboard and smartphone

- One after the other
  - ➜ Waiting testers could spectate currently playing tester

- Afterwards asking questions
  - ➜ Play Matrix, Post-Game Questions, Formal Elements
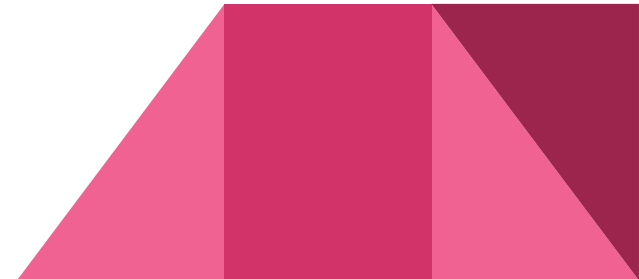
Playtesting Questions: Play Matrix

Playtesting Questions: Play Matrix

	Skill	Chance

Mental Calculation	Go Civilization
	Chess
	
	Warcraft
	  Starcraft Tetris
		Poker Blackjack
		  Backgammon Chutes and
		    Ladders

Physical Dexterity	*(85% Skill/15% Chance, 65% Physical/35% Mental)* ◎
	  Unreal Devil Dice
	  Halo
	Basketball Dance Dance
	Football Revolution
		Operation
		X X Kerplunk
		X X
		    Pin the Tail
		    on the Donkey
		X Whack-a-mole
		Tag Twister

Playtesting Questions: Post-Game Questions

It was not always clear / foreseeable what the character would do when pressing arrow keys vs. WASD

Gyroscope was cool, but sliding was bit too hard or not intuitive

The controls made sense to me, they were pretty intuitive. It takes some time to learn them, but that's ok.

Difficult, but ok

How did the controls feel? Did they make sense?

They were intuitive to use, maybe they could be a little more forgiving

Well controllable with smartphone, more difficult with keyboard

With keyboard: a little confusing, otherwise okay
With phone: makes sense, needs some calibration

Difficult, sadly smartphone control did not work

Playtesting Questions: Post-Game Questions

It is not fully clear how far the smartphone can be tilted before the player flips

I felt like there was some feedback missing from the surfer, so that you know what you should do next.

Steering / sliding still needs improvement

Did anything feel clunky or awkward?

Yes with the keyboard somewhat

The surfer sometimes didn't behave as expected

Controls are not 100% direct and it's hard to tell how strong the water forces are at the current position

Playtesting Questions: Post-Game Questions

Nice water!

Looks like a lot of work went into that, looks really cool, brilliant idea

I thought it was really cool to surf on that kind of water simulation

Looks cool

What was your first impression?

Nice graphics, steering not really intuitive

Really cool water sim & rendering!

I thought that my bit of experience with surfing in the real world would make playing this game easy

Cool game, especially the technical background of the game is impressive

Playtesting Questions: Post-Game Questions

Nice simulation and cool idea

First impression confirmed while testing

It takes some time to figure out how to control the board and how to collect points

It is fun

How did that impression change as you played?

Steering outward especially with smartphone control, weird point calculation

It was a lot tougher than I thought ☺

I noticed that the simulation of the water loops pretty quickly. On the one side this makes it a bit less interesting, but on the other side actual water does not do many different things either.

Playtesting Questions: Post-Game Questions

Smartphone steering laggy

Real playing is not necessarily possible, but only because of problems with the control, otherwise everything is flawless

When the board flips for no apparent reason

Was there anything you found frustrating?

The controls were not as responsive as I would like

The point distribution while dying is strange

When touching on the display to turn the player it sometimes seemed as if the player was not responding

Surfer jumps around wildly

Playtesting Questions: Post-Game Questions

Nope
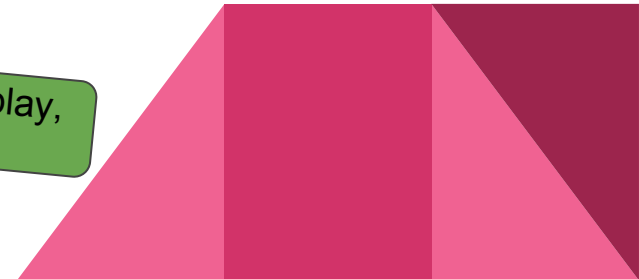
Repetitive game
→ different difficulties / levels

Nope

Did the game drag at any point?

No

No

There is not a lot of different gameplay,
but I think it's fun nonetheless.

Playtesting Questions: Post-Game Questions

Scoreboard, multiplayer, difficulty settings, levels, obstacles

A reward system

A better feedback for controlling the surfer and for gathering points, but that is more UI than gameplay

Particles :P more feedback for the player, some animations

What was missing from the game?

There could be a bit more feedback to player, e.g. a warning before the character flips and warnings for the walls

Some bugs and an explanation of the score

Scoreboard

Playtesting Questions: Post-Game Questions

Decrease difficulty / get some points just for staying on the board

Improved steering

More objectives

The sound

If you could change just one thing, what would it be?

Multiple soundtracks

I would probably add a rumble feedback on the smartphone

Playtesting Questions: Formal Elements

Slide on the wave

The objective of the game is to stay on the wave for as long as possible

Stay on top of the wave and collect points

Surf on the fluid Icewave

The objective was, to gain as much as speed as possible and stay on the wave

Describe the objective of the game.

Get points for stunts

Keep surfer on the wave and make as much points as possible

Goal is to surf from left to right as fast as possible without falling

Playtesting Questions: Formal Elements

Yes

Yes

Yes

Yes

Was the objective clear at all times?

Yes

Yes

Yes

Yes

Playtesting Questions: Formal Elements

Take care of the controls, how much to steer

Used the slide feature instead of gyroscope

Slide on the wave from left to right (and slightly forward + backward)

Use the controls more carefully, avoid walls

What types of choices did you make during the game?

Slow is better

I decided where to turn on the wave and how hard I want to surf

There aren't a lot of possibilities ;)

The decision which button to press to avoid sinking

Playtesting Questions: Formal Elements

The force and timing to steer

Touching the phone screen

Use the y-turn control

What was the most important decision you made?

Used the slide feature instead of gyroscope

Whether to make a sharp turn or try to balance on the water without doing tricks.

Playtesting Questions: Formal Elements

Used the slide feature instead of gyroscope

Balancing movements, continuous movement / sliding

Don't sink

What was your strategy for winning?

Careful moves to stay as long as possible

Trying to stay in the center of the wave

Surf as hard as possible without falling

Hold out as long as possible

Repeated trial and error

Playtesting Questions: Formal Elements

When falling down, score calculation behaves wrong

When the character flips, the game continues

5 million

You can surf with your head under water

Did you find any loopholes in the system?

Not really

Touch the phone screen

Sadly no

There were some bugs

Playtesting Questions: Formal Elements

Steering

I would loop the water simulation

Some bug fixes

The animation of the character could be more realistic

The animation system

What elements could be improved?

Game controls, music

Player feedback

Better moving

Planned Changes

- Smartphone control (two alternatives, test both, take only the best one)
  - ➔ Only with Gyroscope (Interpolation with Alpha Blending of Waterforces)
  - ➔ Slide Mechanic refined (with feedback on the phone)
  - ➔ Layout-Test: Try in Landscape orientation

- Updated GUIs (depending on the control alternative)
  - ➔ Additional bar filling up with player mistakes until Surfer falls
  - ➔ Improved current GUI

- Highscore list

- Difficulty settings

Thank you!

Questions?