

Playtesting Report

This report aims to summarize the findings of the playtesting phase.

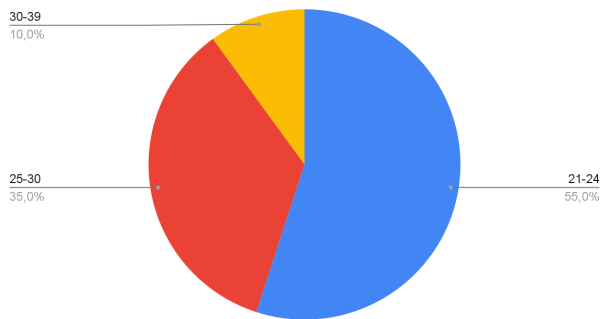
Playtesting Process

Because of the current corona pandemic, we choose to distribute the Android and PC version of our game as well as the questionnaire online. After the playtesting session, a video call with the tester is conducted. We have feedback from a total of 20 testers.

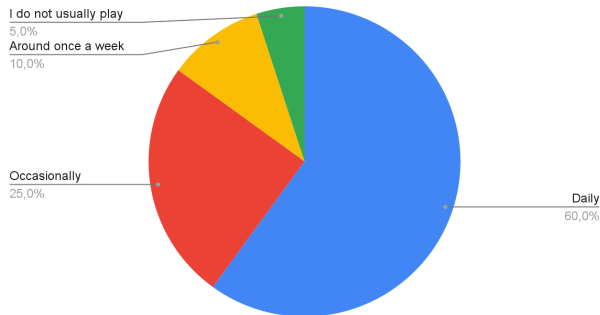
Demographic

Most of the testers are between 20 and 30 years old and are experienced and regular gamers. The majority of tests were executed for the mobile version of the game, with only one fourth of tests being run on PC.

How old are you?

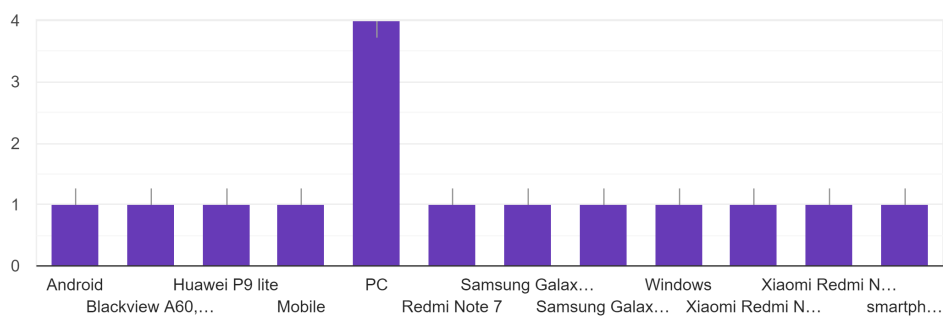


How frequently do you play video games?



What device did you play on?

15 Antworten



Questions

Our questionnaire can be split into four topics:

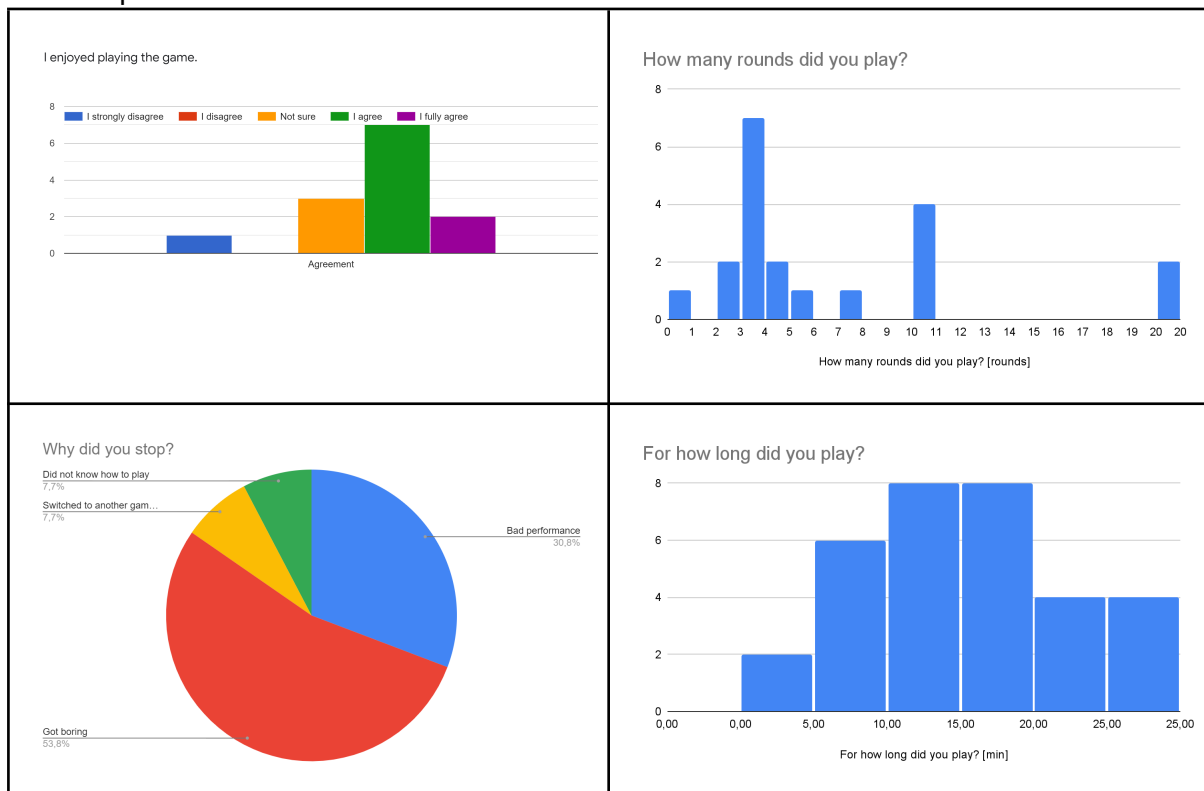
1. Gather information about the tester's background.
2. Probe accessibility and operability during the playtesting session.
3. Gather feedback about the general gameplay experience, as well as interactions between gameplay elements.
4. Suggestions for improvements by the tester.

The whole questionnaire can be found under

<https://docs.google.com/forms/d/1VH-W2pD7gbEAjqYVnRu27F2M8t6eECqhRSYrfyjZHbw/e/dit?usp=sharing>

Findings

The general consensus of the feedback describes the game as a fun casual game for a few minutes. However, many players complain about performance issues on mobile and the lack of a comprehensive tutorial or user manual.



Performance Issue

A rather large disparity between feedback of the two platforms can be seen. PC users play on average eight consecutive rounds before dropping the game while Android users only

play three to four rounds. In large parts, the reason for this behavior can be found in the bad performance of the mobile version. While the game runs smoothly with 60 FPS on PC, especially older smartphones struggle to reach 15 FPS on the mobile version. This poor performance leads to problems with the controls as well as collision detection, which significantly decrease the gameplay experience.

First profiling suggests this problem to be caused by the complexity of the assets and indicates the rendering to be a major performance bottleneck.

Tutorials

A majority of testers complain about a lack of a user manual, or did not understand the built in tutorial. The controls (especially the item pickup) are not as intuitive as initially assumed and are hard to figure out without additional feedback by the test overseer. The overall goal of the game is also not as clear as possible.



Difficulty

The overall difficulty of the game is just right for a majority of players that either played on PC or strong enough smartphone which enable a smooth gameplay experience. However, a majority of the players find the gameplay to become boring and repetitive after a few rounds and suggest to add additional depth, like timing challenges or ways to reward flawless gameplay.

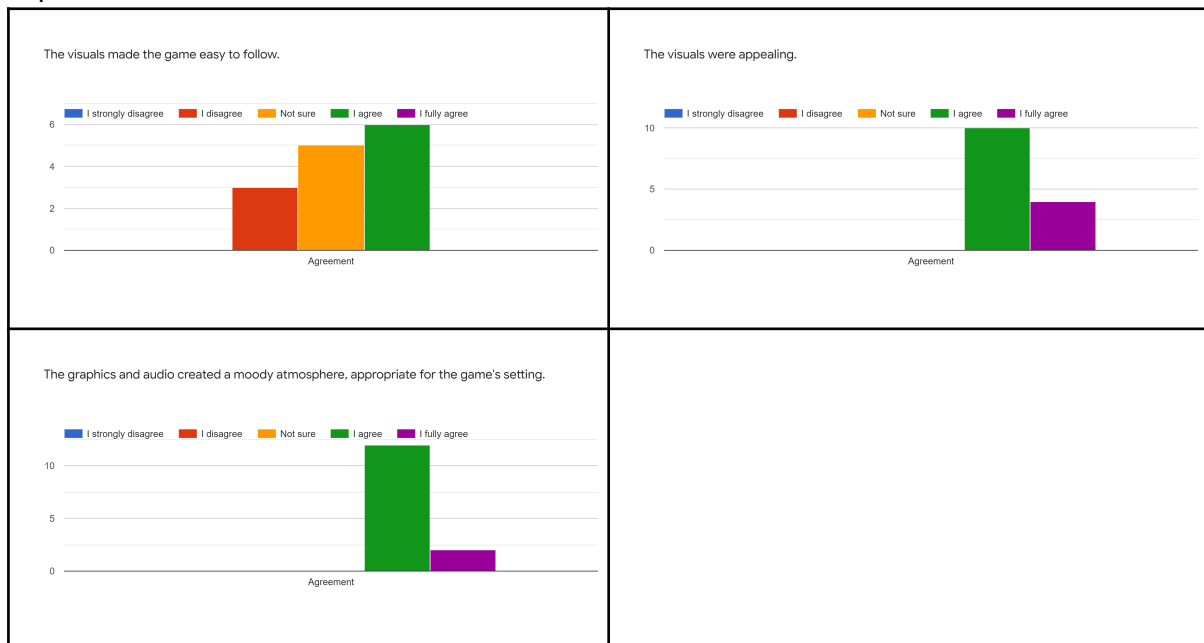
How do you rate the difficulty?



Atmosphere

The element that gets the most praise are the visuals and especially the audio. Testers feel like the graphics and music effectively create a moody atmosphere. Most say the assets and

effects make the game easy to follow. However, in that regard there is still some room for improvement.



Suggested Improvements

Many testers complain about the lacking performance of the game on the mobile platform. As we designed the game as a casual pastime that would fit best into the mobile gaming market, our primary focus for the coming weeks will be to improve the performance even on weaker smartphones. Profiling suggests a rendering bottleneck. As such, we plan to reduce the complexity of our assets, visual effects and overall quality settings.

Moreover, multiple testers note the lack of a general user manual and find our tutorial screens to be confusing. In order to better convey the controls and the overall goal of our game, we plan to implement a tutorial level at the start of our game. This way we can teach players each mechanic with a practical example.

To fix some minor visual artifacts, we will adjust some UI elements, items and barricades. Because the edge of the maze is sometimes visible, the placement of environmental assets on the tiles will be adjusted and the range of vision shortened.

The perception of the difficulty varies much and across devices. We are planning to scale the player's speed as well as obstacle size and amount with the level difficulty. This way the game stays appropriately easy for beginners but might still offer an exciting challenge for more experienced players.

Furthermore, we are planning to implement new gameplay elements to extend the learning curve of the game. Many testers complain about the repetitive gameplay loop and suggest adding a timing mechanic to the quick time events that rewards flawless gameplay and lets the player get an advantage over the Slender Man. We plan to add UI elements to visualize

the quick time event timing and reward players who time the swiping right in the last possible moment before getting punished for swiping too late.

As a nice-to-have feature, i.e. if we get to it, we intend to integrate additional quick time events in the form of surprisingly appearing obstacles that the player has to jump or duck under.