

Playtesting Results

Nowhere to Hide

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Overall Feedback

not created to work on smartphone

Sounds exciting

Just ok

Kind of ran around with no purpose, then won after some time

A simple time killer to try a few times and forget

Does anyone still care about Slenderman

Well the gameplay is something fresh

Good game, slightly scuffed

Cool

Nice graphics.

impressive

Better than Temple Run

Good twist on Subway Surfers

Actually a lot more fun than expected once I got used to the controls

Mobile Performance is really bad

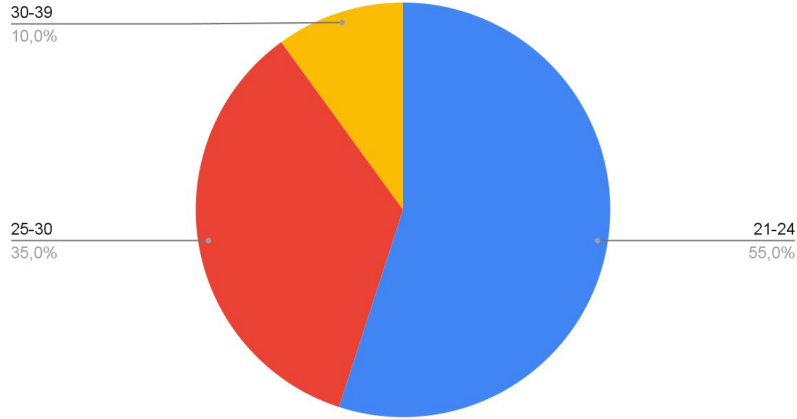
I was a bit confused how controls work and how I pick up a key.

Actually better than just a twist on other games, feels quite unique and has an end goal

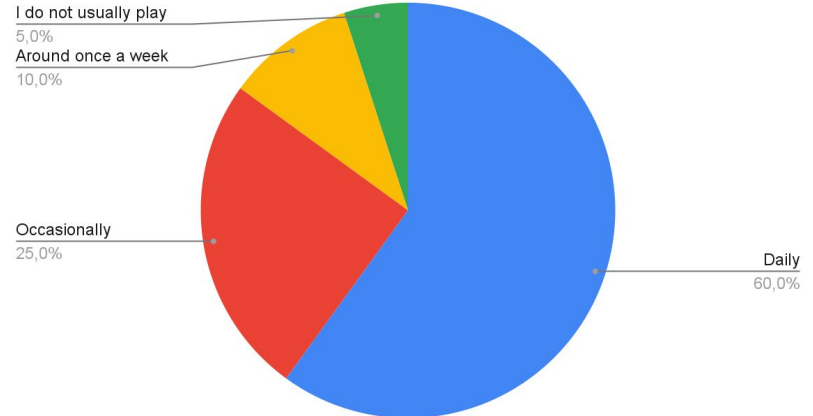
Demographics

- 20 Testers
- Mostly young adults
- Lots of regular gamers
- Filled out survey and gave some comments

How old are you?

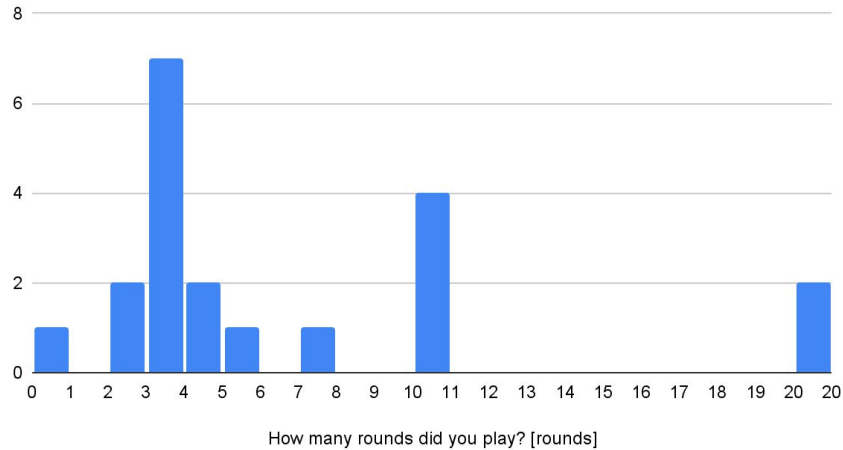


How frequently do you play video games?

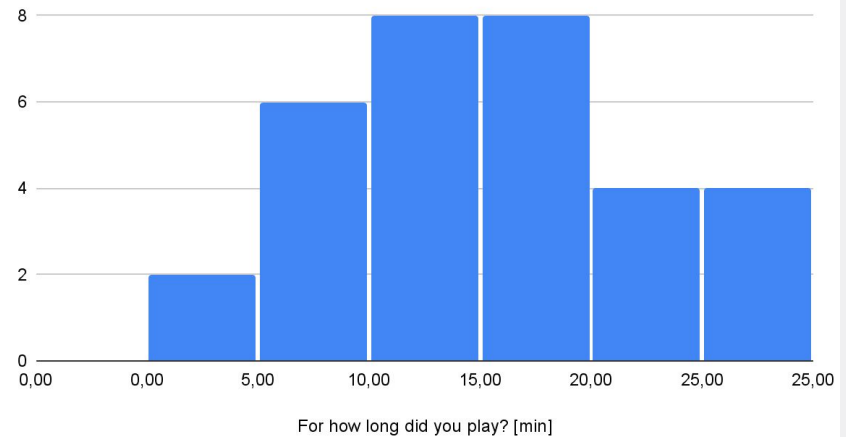


Playtime

How many rounds did you play?



For how long did you play?



Why did you stop?

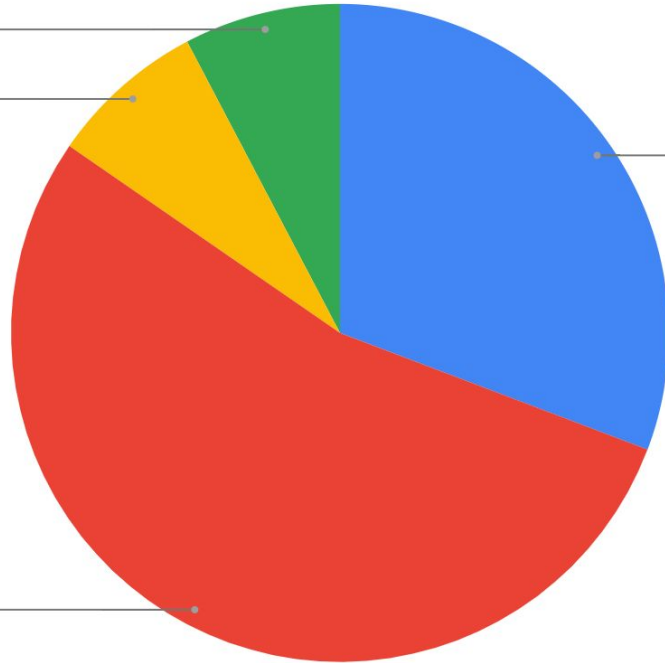
Why did you stop?

Did not know how to play
7,7%

Switched to another gam...
7,7%

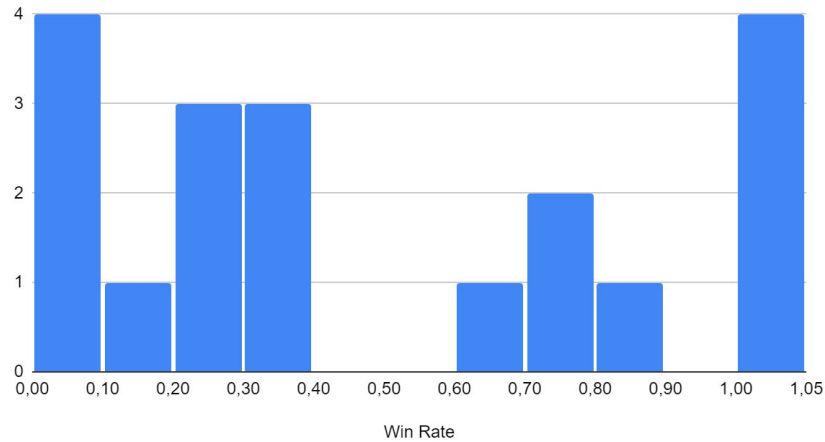
Bad performance
30,8%

Got boring
53,8%



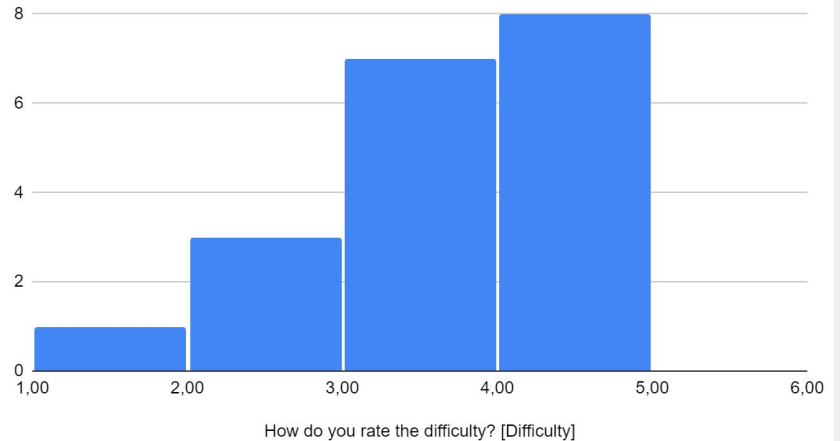
Difficulty

Win Rate



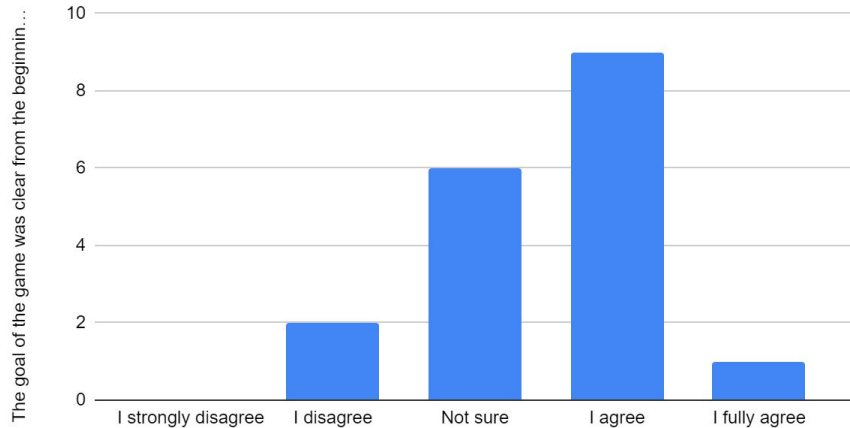
- Not understanding goal or controls
→ Tutorial needs improvement
- Performance issues on mobile
- Otherwise appropriate or easy

How do you rate the difficulty? [1 - Easy, 5 - Hard]

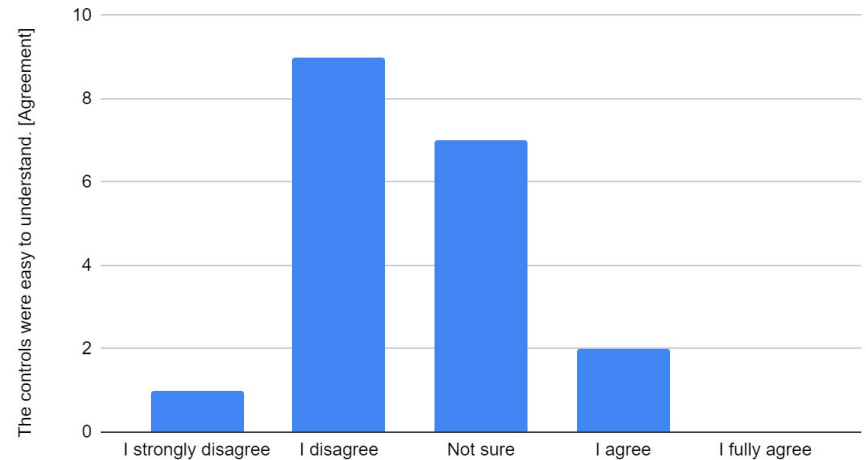


Tutorial was criticized

The goal of the game was clear from the beginning. [Agreement]

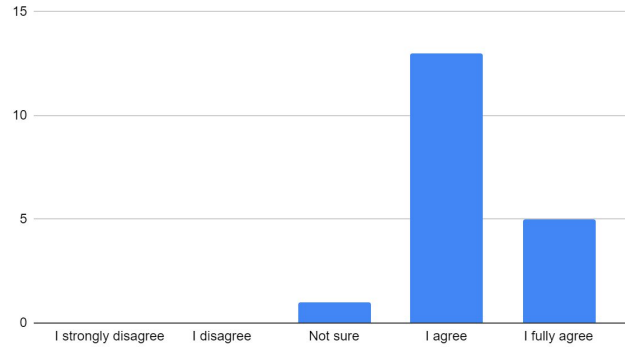


The controls were easy to understand. [Agreement]

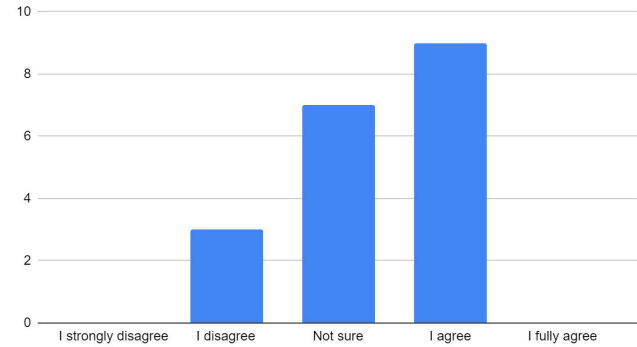


Visuals and audio

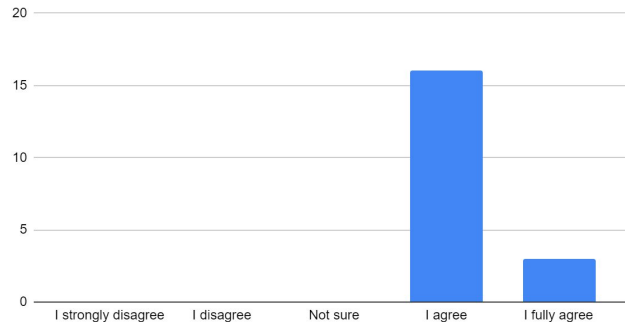
The visuals were appealing.



The visuals made the game easy to follow.



The graphics and audio created a moody atmosphere, appropriate for the game's setting.



- Most positive feedback of all categories
- Especially music + mood

Suggested Improvements

- More comprehensive tutorial elements
- Make UI for controls and key items more intuitive
- Improve performance on mobile
- More diversity in tasks
- Ability to gain distance to slenderman
- Rewards/achievements
- More reason to keep playing/avoid boredom
- More different level styles

Orientation: Compass



Planned Changes

- Add dedicated tutorial level
- Add clearer visuals for controls (items, compass)
- Add sweetspot timing/jumping and ducking
- Improve performance on mobile
- Fix some bugs in level generation
- Tweak difficulty factors (obstacles, speed, etc.)