

STATIC

WATCH YOUR BACK

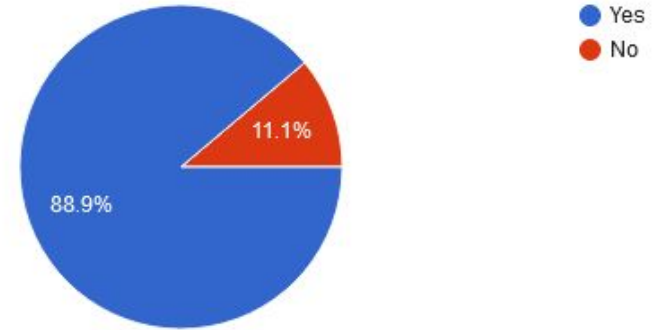
PLAYTESTING

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TEST GROUP

- 18 participants
- Mostly friends
- 20-27 years old

Are you familiar with FPS?



SESSION STRUCTURE

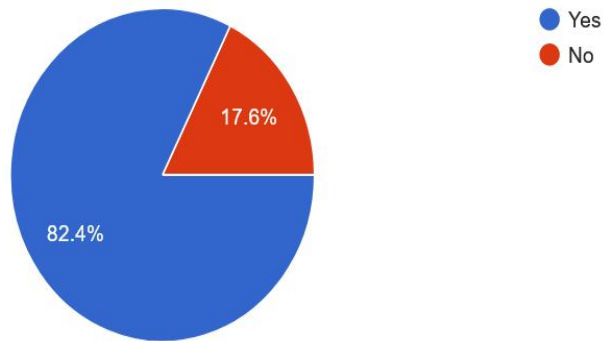
- Online
- Pre- and post-demo questions
- Screen sharing to watch the participants play
- No fixed time for playing

STAGED PLAYTESTING

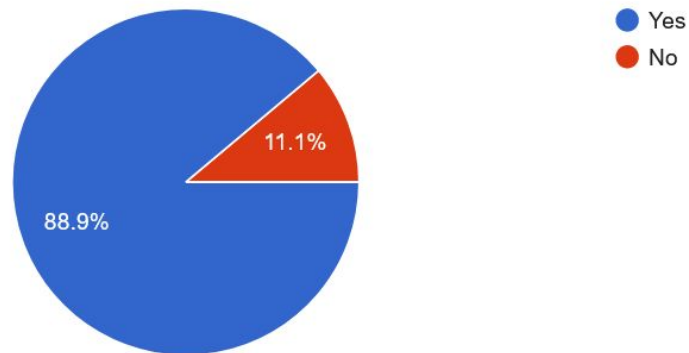
- Major issues discovered during the first session
- Tried to fix these issues before further testing
- Split observations and changes into two stages

POST-DEMO QUESTIONS

Did the game fulfill your expectations?



Did you like the game?



WHAT WAS YOUR FAVORITE MOMENT OR INTERACTION?

Boomer Enemies:

“Use boomer to kill enemies”

“Blowing up enemies with the fatties”

“Explosion of boomers :)”

“The big enemy exploding”

“When the player shot the booming ghost”

.....

Sound Effects:

“Enemy aggro sound [...]”

“[...] sound effects”

“Weird voices”

Game Mechanic:

“Realizing that the ‘static’ can stop at any moment when looked at”

“Understanding the enemies behaviour”

WHAT WAS YOUR LEAST FAVORITE MOMENT/INTERACTION?

Player Mobility:

“Being unable to jump and flashlight”

“I really wanted to jump”

Balancing:

“Undeserved death”

“Blowed up by the fatties”

“Running out of ammo quickly”

Goals not defined clear enough:

“Not knowing what to do”

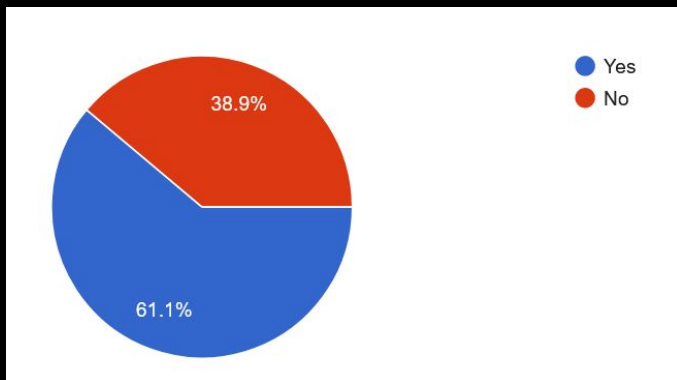
“Not knowing that I have to reload”

Game Mechanic:

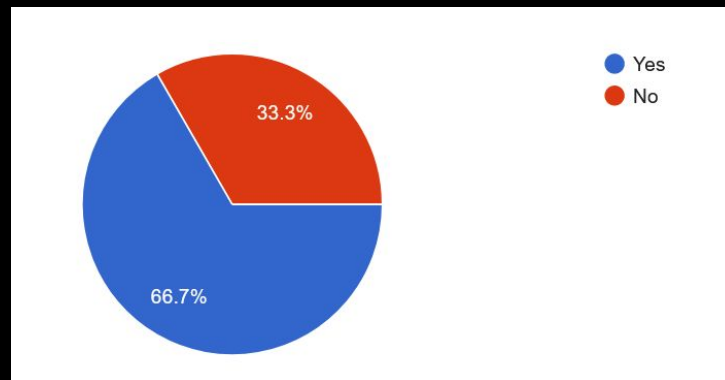
“Sometimes it was unclear where the interactive objects were, or if they were picked up”

“Interactive items could be triggered when looking in different direction”

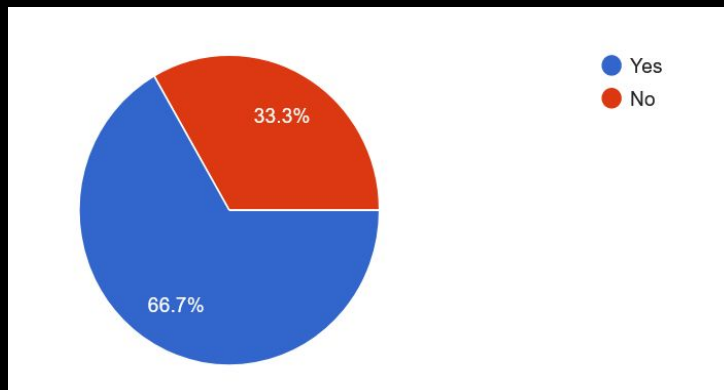
Was playing the game stressful?



Do you think the game has replay value?



Did the game feel repetitive?



DID THE STORY ENHANCE OR DETRACT FROM IT?

Mixed Responses:

“It enriched the game”

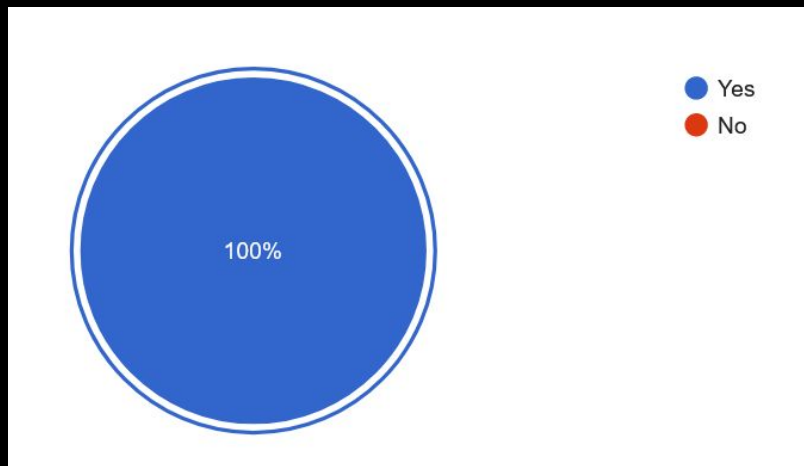
“Does not enhance for me”

“Detract”

“Enhance”

“I thought it was a nice touch”

Did the mechanics work well with the theme?



WHAT COULD HAVE BEEN EXPLAINED BETTER?

Objective:

“The objective”

“A simple tutorial would be nice”

“Starting story”

“Objective”

“What the goal of each level is”

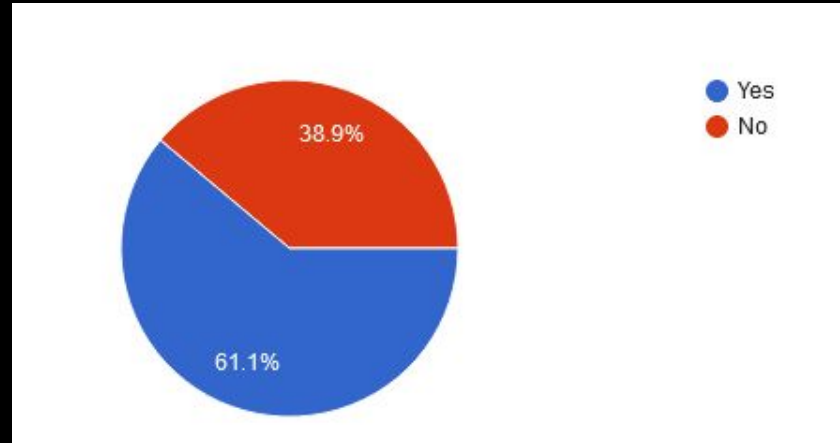
Keybindings:

“The controls”

“Reloading (keybinds in general)”

“The controls [...]”

DO YOU KNOW HOW THE ENEMIES BEHAVED?



WHICH ELEMENTS HELPED WITH THEME IMMERSION?

Sound Effects:

“The sounds”

“Sound effects”

“Voices”

Story:

“Definitely the story on the papers [...]”

“Clipboards” (mentioned twice)

“[...] and the notes”

OBSERVATIONS - STAGE I

- Objective of the game was not clear
 - Added hints to the tutorial texts
 - Diegetic signs indicating the current floor
 - Prevented levels from repeating immediately
- Power loss (lights deactivate) was confusing for the players
 - Made lights flicker before the power loss
- Item interactions were confusing for the players
 - Rephrased interaction hints

OBSERVATIONS - STAGE 2

- Objective is still unclear, but only at the start
 - Improve visibility of the diegetic signs
 - Maybe: Add even more hints
- Power loss works great
- Item interactions are better, but not good
 - Items now require the player to look at them to be able to interact

OBSERVATIONS - STAGE 2

- Base enemies are not a threat
 - Increase speed and damage of attacks
- Explosive enemies are the main cause of death
 - Added damage fall off
- Clipboards conflict with the other game mechanics
 - Find a different method to present our story

OBSERVATIONS - STAGE 2

- Ammunition economy is inconsistent
 - Make ammunition boxes adaptive
- No difficulty escalation happens when progressing
 - Change enemy count based on current floor
 - Activate/deactivate hazards based on current floor
- We lack content
 - Create time machine to extend the duration of the semester
 - Then add more levels, enemy types, ...

QUESTIONS?

WHAT MOMENTS WERE THE MOST FUN?

Gameplay:

“Fun: General Gameplay”

“Shooting mechanics were fun”

“Moments in which you start to get the game mechanic”

“[...] Finding out what is going on.”

“[...] quickly killing as many enemies as possible in a short time”

“[...] figuring out how the enemies move and interact was fun”

WHAT DO YOU EXPECT FROM THE GAME?

“Horror elements”

“Jump scares”

“To scare me”

“Expecting a scary game [...]”

“Chase slender man”

“[...] some Slenderman killing”

WHAT MOMENTS FELT LIKE WORK, OR WERE BORING?

Managing of resources:

“[...] figuring out how to manage my resources”

“No ammunition running tactic”

Search for the correct door:

“Searching for the unlocked doors”

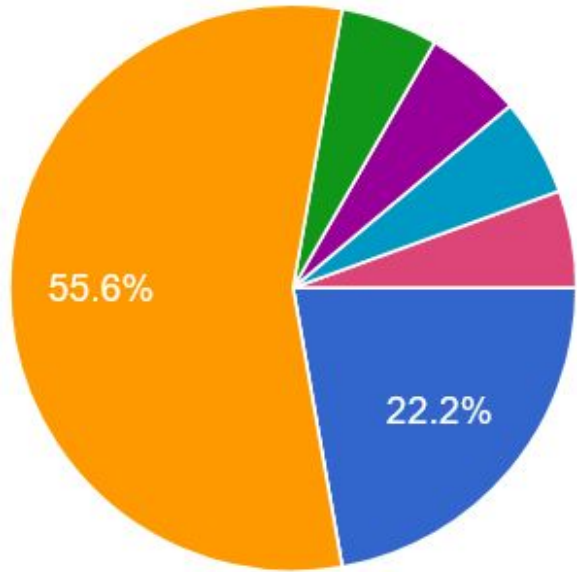
“Finding the right exit was frustrating sometimes[...]

Other:

“There was no explanation for the controls in the beginning”

“Atmosphere seems quite [repetitive].[...]”

DO YOU THINK YOU WILL LIKE THE GAME?



- Yes
- No
- I don't know
- Yes, if it's not a horror game.
- I hope so :D
- Not if it's a horror shooter.
- Too scary for me but I like it