

Computer Games Laboratory

Custodian by Qoogle

V Playtesting Results

Zixiang Wang Mingyang Li Anil Celik Maral Tatev Tsokolakyan

Winter Term 2022

5. Playtesting Results

5.1 Targets from Last Milestone

5.1.1 Desired Target

- Event level
- Bug fixing

5.1.2 Nice To Have Target

- One more battle level

5.2 Event Level and Deck Build

As we are a bit behind schedule, this milestone will be used to finish the desired and nice to have targets before starting the playtesting.

We added an event level between every two battle levels so that the players can upgrade their custodian in different aspects: armor, energy, or get a random card. Of course, getting a random card does not always bring benefits: there are some junk cards hiding behind it, and it also means that the player loses the opportunity to upgrade their other attributes.

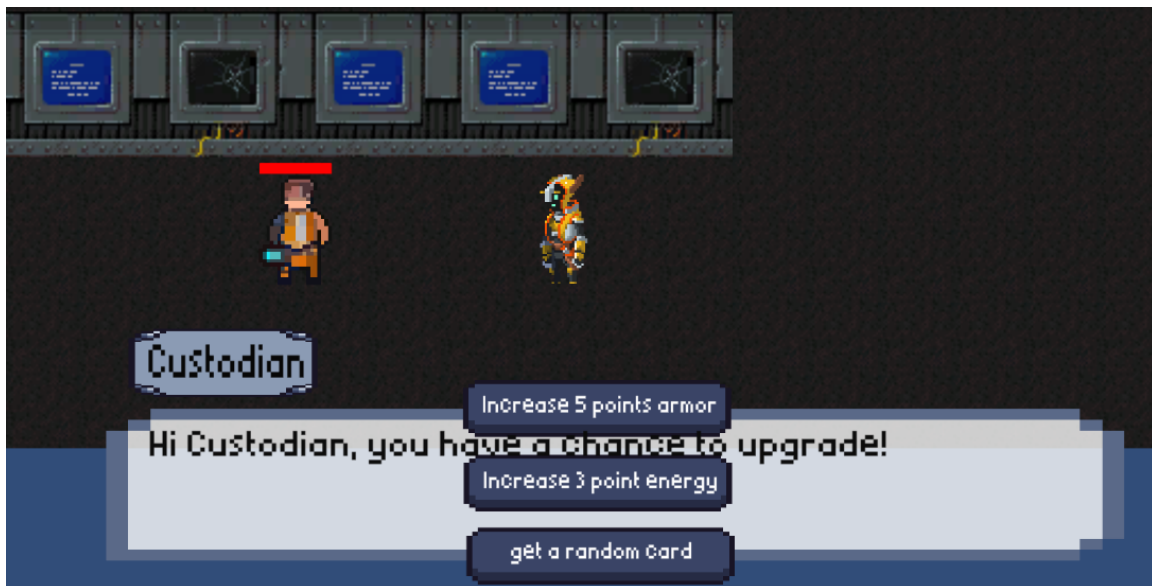


Figure: Event Level Options

But don't worry, the World Map allows players to check and adjust their decks, especially if they duplicated a lot of cards in the last battle.



Figure: Deck Build

5.3 Two More Battle Levels

We have also added two extra levels of combat to allow players to try stronger cards, build their own decks, and enjoy the fun of battle.



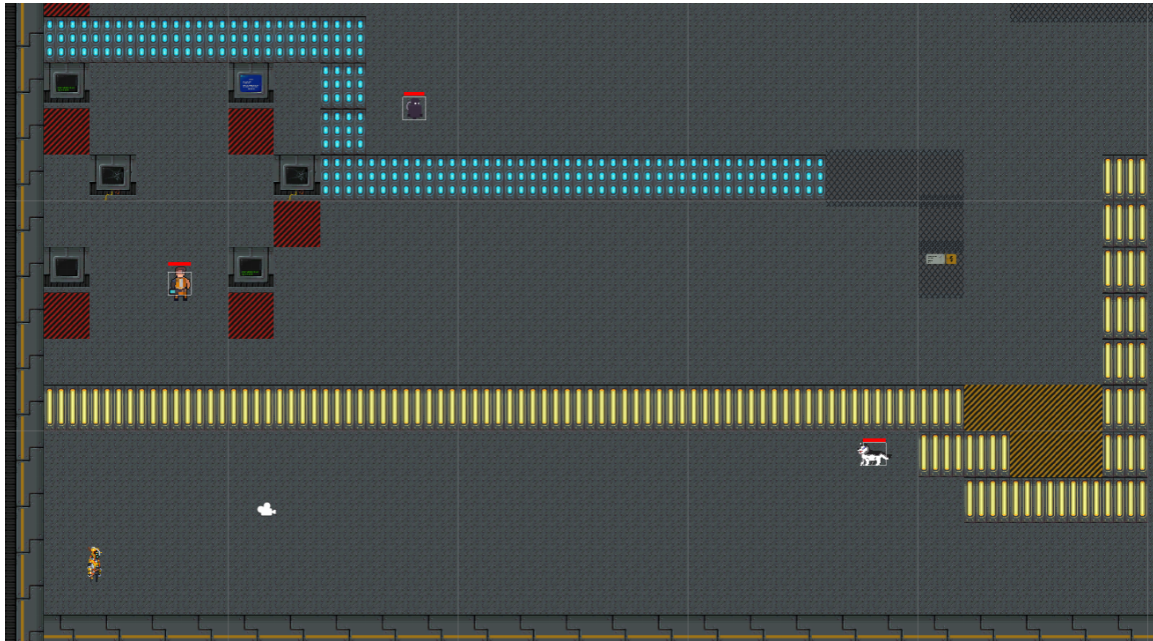


Figure: Two More Battle Levels

5.4 Playtesting Process

In order to facilitate an environment where we can get the most objective feedback from the playtesters, we sent the playtesters the playtesting build of our game so that they could play the game using the equipment they are used to (their personal computer, mouse etc..). Since, this way they will not be affected by the change in their preferred equipment.

We let each playtester know that we could only answer their questions if only they got stuck to the point that they could make no progress. Each play tester played the tutorial and at least the first level before answering the questions on the questionnaire.

Then, these questionnaires were compiled and analyzed to help us better understand the given feedback.

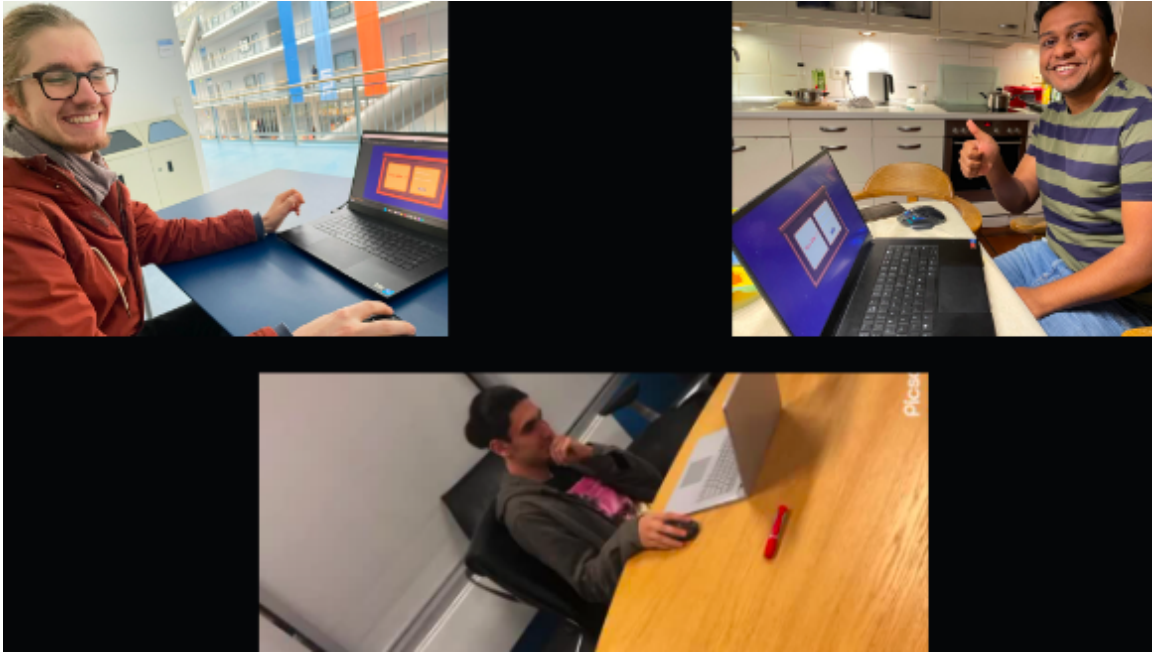


Figure: Playtesters

5.5 Questionnaire

In order to submit this form, you should open it with Adobe Acrobat Reader.

Questionnaire

Thank you for taking the time to answer these questions. The following questions aim to understand the game experience of "The Custodian" and collect some feedback for further development.

1. How do you like the whole game?

- It is novel and funny
- It is nothing special
- It is a terrible game.

2. With the guide of tutorial, do you think the game is easy to access?

- Yes, now I am clear enough how to play this game.
- Not really, I am still a bit confused about some gameplay.
- The tutorial can't help me understand the game at all.

3. Which part in the game do you think should be improved?

- Battle level
- User Interface
- Enemy AI
- Variety of cards
- Art
- Other

4. If the game will be published on steam, how much do you think is reasonable to pay for it.

- Free
- At most 5 euro
- 5-10 euro
- 10-20 euro
- 20-30 euro
- 30-50 euro
- 50-100 euro
- other

5. What particular aspect(s) of this game do you like?

6. What particular aspect(s) of this game do you dislike?

Submit

Figure: Questionnaire Page 2

The questionnaire given to the playtester to submit their feedback can be seen on figures Figure: Questionnaire Page 1 and Figure: Questionnaire Page 2. The goal of the questionnaire was mainly to see if the playtester could understand, enjoy and see themselves playing this game. Additionally, we wanted to see what market value they would give to it and what were their most liked and most disliked features of the game. Lastly, we specifically listed certain parts of the games we really wanted to get feedback on such as if the tutorial was sufficient etc.

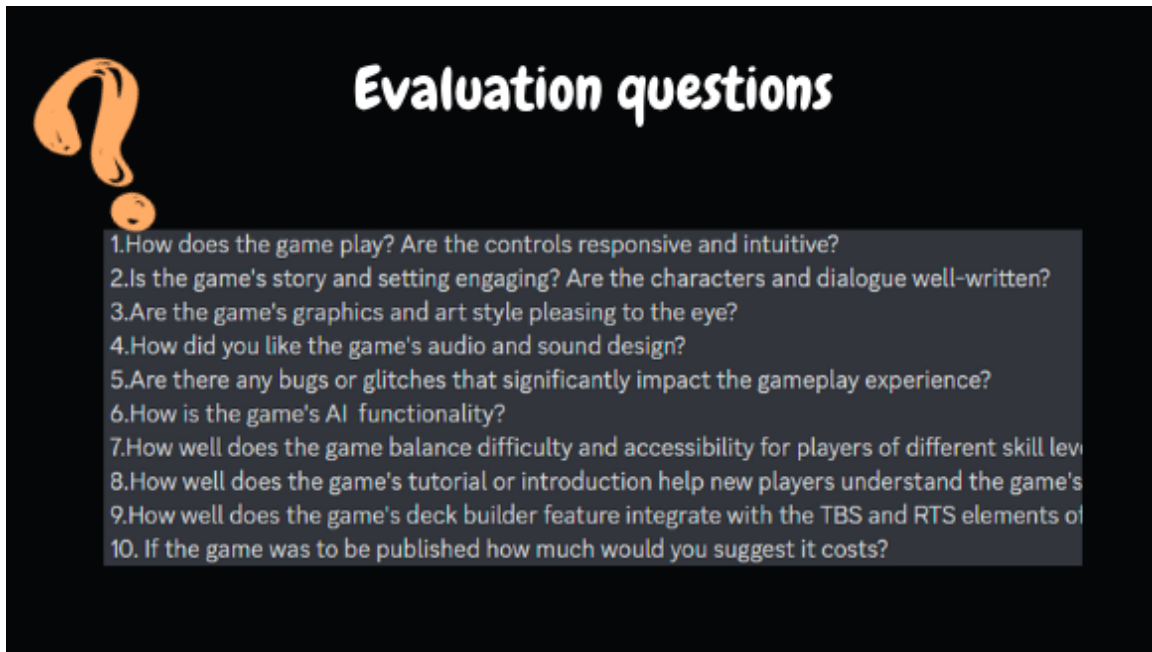


Figure: Questionnaire Evaluation Questions

5.6 Playtesting Summary

Summary	
participants	10
gamers	7
non-gamers	3

Figure: Questionnaire Participant Breakdown

How does the game play? Are the controls responsive and intuitive?

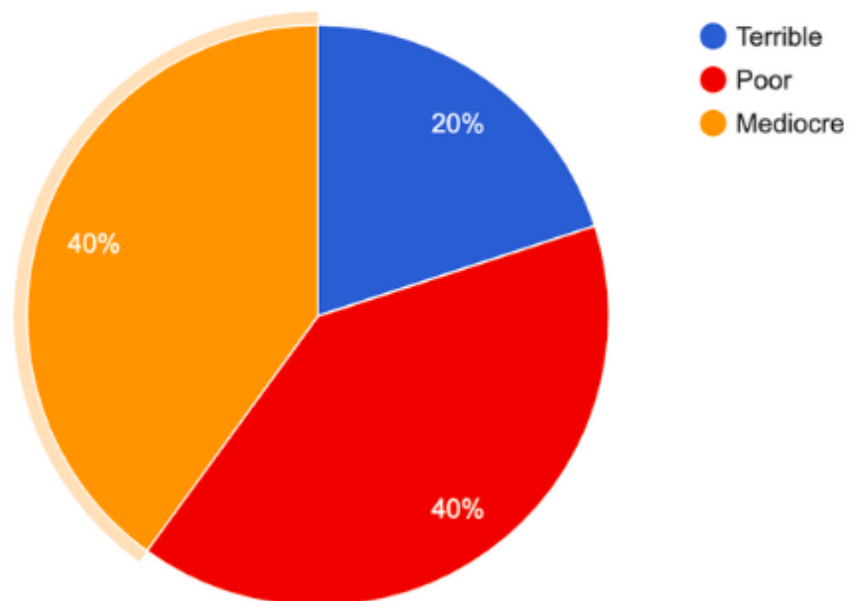


Figure: Questionnaire Result Chart 1

Is the game's story and setting engaging? Are the characters and dialogue well-written??

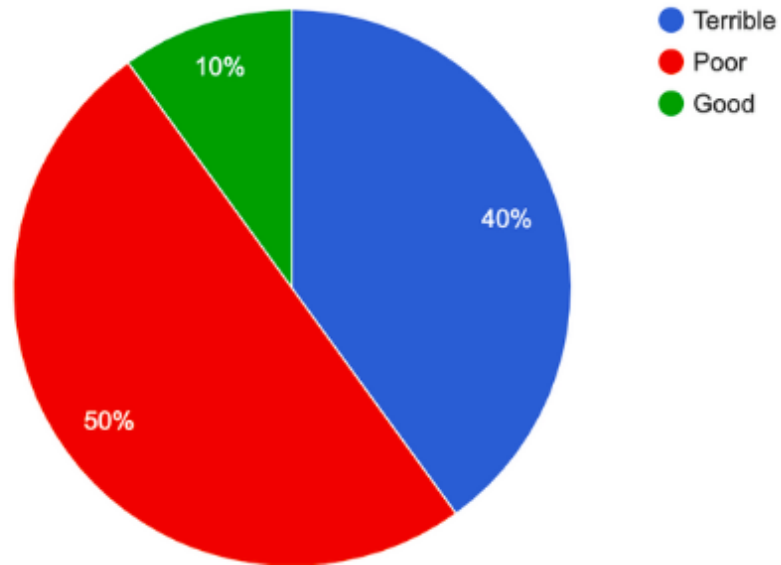


Figure: Questionnaire Result Chart 2

Are the game's graphics and art style pleasing to the eye?

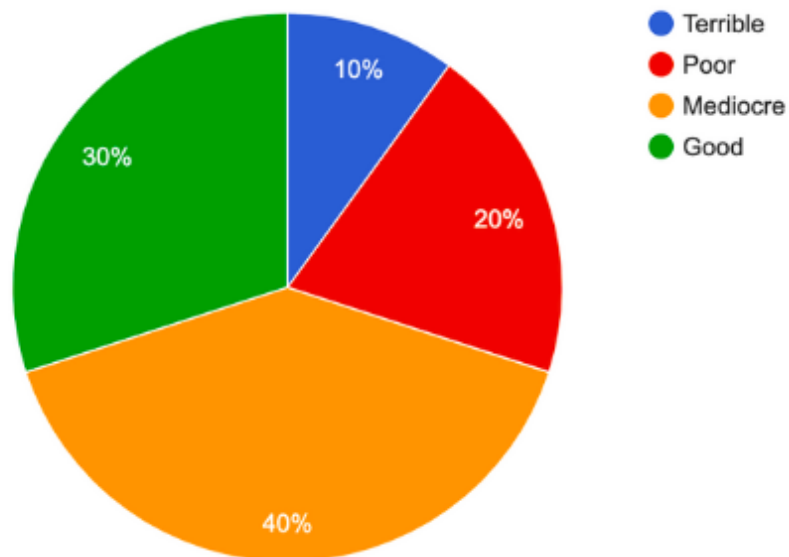


Figure: Questionnaire Result Chart 3

How did you like the game's audio and sound design?

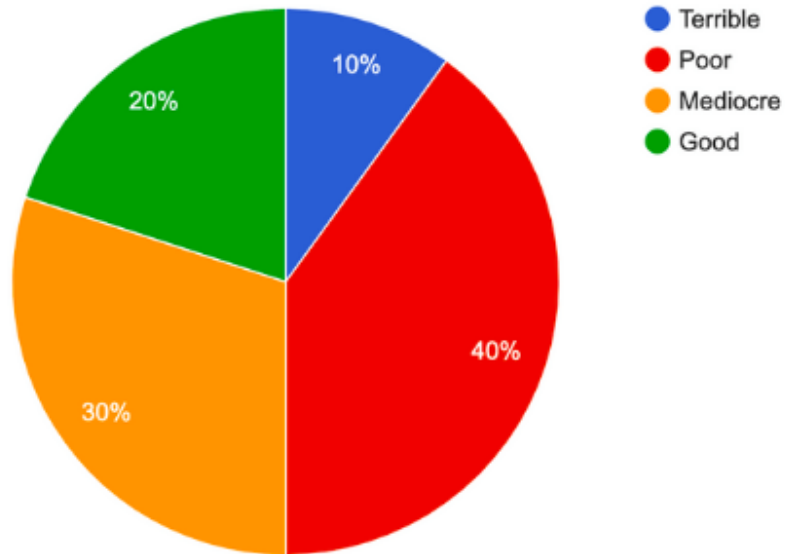


Figure: Questionnaire Result Chart 4

Are there any bugs or glitches that significantly impact the gameplay experience?

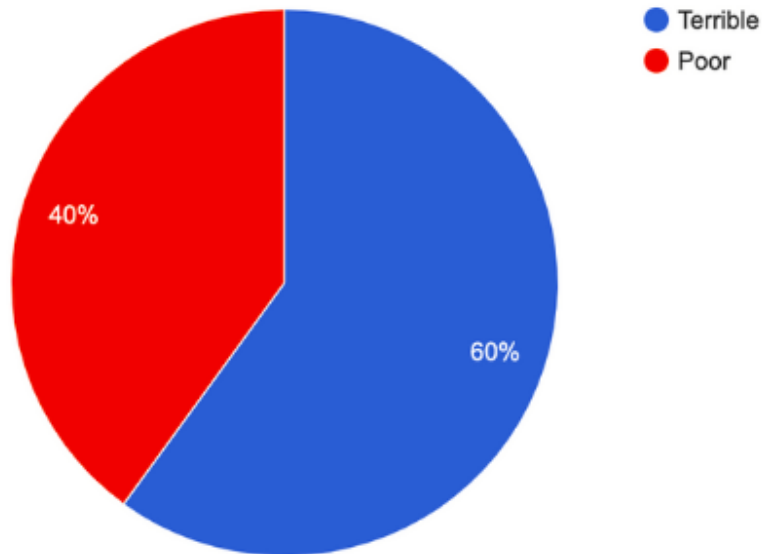


Figure: Questionnaire Result Chart 5

How is the game's AI functionality?

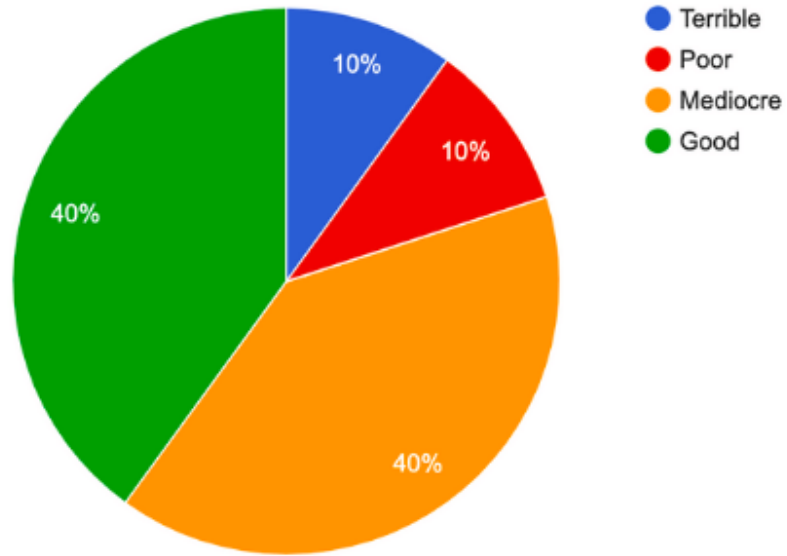


Figure: Questionnaire Result Chart 6

How well does the game balance difficulty and accessibility for players of different skill levels?

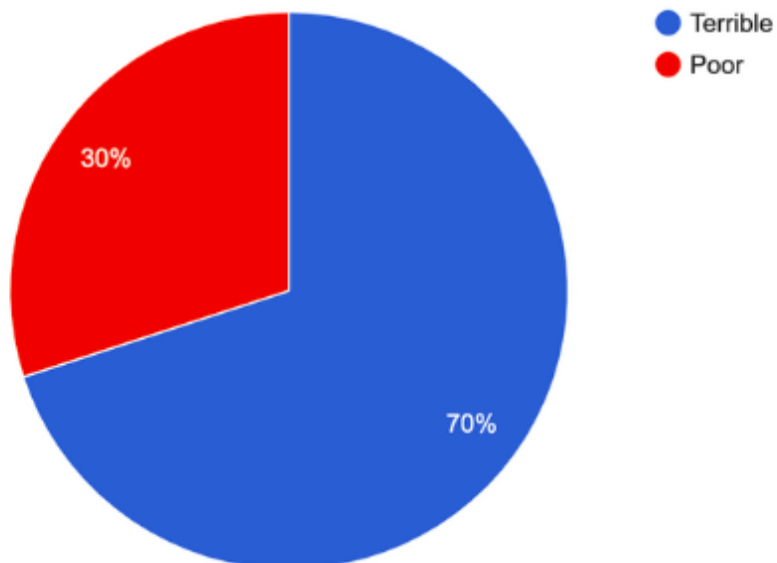


Figure: Questionnaire Result Chart 7

How well does the game's deck builder feature integrate with the TBS and RTS elements of the game?

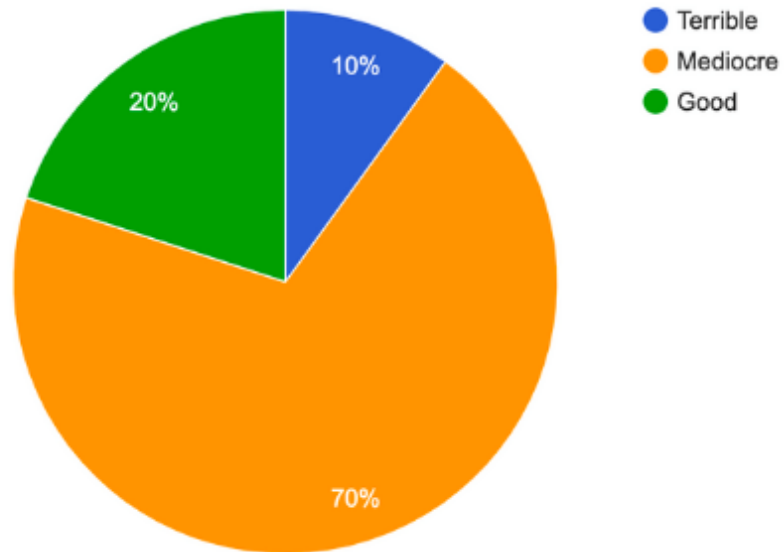


Figure: Questionnaire Result Chart 8

If the game was to be published how much would you suggest it costs?

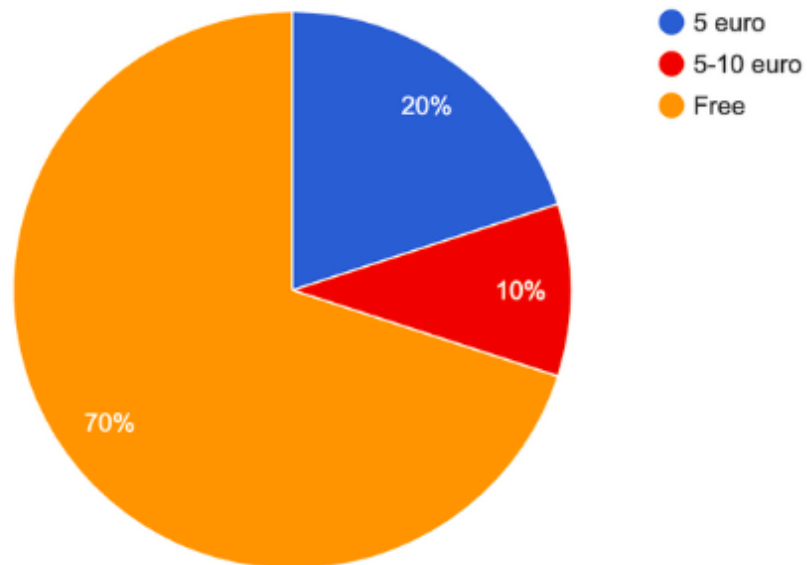


Figure: Questionnaire Result Chart 9

5.7 Self-Perception

Developers' evaluation

	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
Tatev	3	2	4	4	1	4	1	3	3	free
Li	4	2	4	4	4	4	3	3	4	0-5
Anil	3	2	3	3	2	4	3	2	4	free
Wang	3	2	4	4	4	4	3	3	4	free

1-Terrible
2-Poor
3-Mediocre
4-Good
5-Perfect

Li: I think we have done a good job from game mechanism design to implementation. The game is a little bit hard to understand from the start, and most players do not have much patience to read the text and learn the game, so it would be better to have a real person as a guide. After that, they can definitely enjoy the game. As for the implementation, there are many detailed things and we have done a lot of work. These works keep the game running, but they are hardly visible in the game.

Anil: The game mechanics are complicated and unusual in the sense that there are not many games that have a similar core mechanic. I like to classify this game as an action card game in which cards are turned into actions such as a variety of attacks and movements. Due to belonging to an experimental genre and having uncommon mechanics, I believe we might need to improve our tutorial to be quite detailed where it leaves no doubts regarding how game mechanics works. Additionally, by improving the game art and adding visual feedback such as enemy action indicators such as where an enemy will move or attack, it should be possible to make the gameplay smoother. Considering the challenges of such an experimental genre, I believe we did a good job of turning the idea of an action card game into a game.

Wang: Compared with other games, The Custodian needs much more implementation than we expected before. No matter the main logic, cards, enemy AI, animation or game UI, these all required a big chunk of effort to implement, debug and test. But at least most core

mechanics have been finished once already. So in the future if we want to add more cards or enemies or levels, we have had experience and most work could be done with similar logic. Back to the test result, I still think some feedback was lost, such as we should increase or enhance the feedback after playing a card so that in this way players could get used to the unique game mechanic. Tutorial in this case matters much since it is the only way to teach players the unique, unknown game mechanic, so that would be a development direction in the future work. Besides, I realized that it makes no sense to add more levels if we don't focus on the user experience. (No one will continue to play further levels when he/she doesn't have a good game experience in the first level.)

Tatev: Although we have worked hard to create and polish the game, it still has some issues that detract from the overall gameplay experience. Additionally, as the game is TBS/RTS mix deck builder, it was challenging for someone like myself, who hasn't played a card game before, to fully enjoy the game's mechanics, so a proper tutorial or even a guidebook would really help. However it's worth noting that the game was made by 4 master students and considering the amount of energy we put into the game, it can be seen as a learning experience rather than a polished commercial release. Overall, it's not an excellent game, but it is a good effort, maybe 2 or 3 out of 5 could be appropriate.

5.8 Future Work (Suggestion Taken)

- Story telling
- Tutorial adaptation
- Camera movement
- More cards feedback UI
- Movement blocked by unwalkable environment (needs much implementation)

5.8.2 Nice To Have Target

- Energy recovery
- Future move showing of enemy

5.9 Task Timeline (updated)

	Kick-off 19.10	26.10	2.11	Milestone 1: Game Design 9.11	16.11	Milestone 2: Prototype 23.11	30.11	07.12	Milestone 3: Interim demo 14.12	21.12	28.12	4.1	Milestone 4: Alpha release 11.1	18.1	Milestone 6: Playtesting 25.1	1.2	Milestone 6: Final release 8.2
Brainstorming																	
Game description																	
Time schedule																	
Assessment																	
Presentation slides			Tatev														
Cards prototype				Tatev													
Character prototype				Wang													
Map prototype				Anil													
UI prototype				Li													
Assets preparation																	
Presentation slides					Wang/Anil												
Show case scenario				All	All												
World map																	
Code structure design						All											
Battle scene game logic						Wang	Wang										
Battle scene UI						Li	Li	Li									
Basic card implementation						Tatev	Tatev										
Basic enemy						Anil	Anil	Anil									
Deck						Li											
Battle map						Tatev	Tatev										
Prefabs						Tatev	Tatev	Tatev/Wang/Li									
Testing & debugging								Wang									
Function adaptation						Wang	Wang	Wang									
Tutorial level																	
Presentation slides						Behind Schedule	Behind Schedule	Behind Schedule	Li/Anil								
Sheep enemy optimization									Wang/Anil								
Audio(BGM, sound effect, click effect ticking)																	
Lab worker									Tatev/Wang	Tatev	Tatev	Tatev					
Alfa leader									Tatev								
Alfa soldier									Wang	Wang	Wang	Wang					
Hound									Tatev	Tatev	Tatev	Tatev					
Animation for all									Tatev	Tatev	Tatev	Tatev					
Battle map design for level II									Behind Schedule	Behind Schedule	Behind Schedule	Behind Schedule					
Prefabs (card)									Tatev	Tatev	Tatev						
New Card Implementation in level II									Wang								
Event level									Behind Schedule	Behind Schedule	Behind Schedule	Anil					
Enemy action indicators(A* algorithm)									Wang	Wang	Wang						
Environment Data													Wang/Tatev				
Duplication									Li	Li	Li						
Tutorial script										Li							
Load Data function											Wang						
Main menu											Anil	Li					
Settings menu											Anil	Li					
Continue UI work										Li	Wang/Li	Li					
Bug fixing and adaptation										Wang		Li					
Presentation slides													Anil/Li/Tatev				
Questionary												wang					
Build executable												Unity					
Deselect card													wang				
card zoom													wang				
Interviewing play-testers														Tatev/Anil			
Animation bug fix														Tatev			
Enemy bug fix																	
Level 2 & 3 battle maps														Tatev			
Pathfinding optimization														Tatev			
Event level														Li			
Winning Screen														Li			
Deck Build(Gamedata storage logic optimization)															Li		
Gameflow test & adaption															Li		
General bug fixing															Wang/Li	Li	
Continue UI work															Li		
Analytics																All	
Presentation slides																All	
Boss Level																	
Win Conditions for each Level																	
Working World Map																	
Ability to Save and Load Game																	
Extended Upgrades from Event Levels																	
Final presentation															All	All	
Add Additional Visuals to Help Players Get Feedback																	Anil
Make It Possible to Use 1, 2, 3, 4 to Select the Cards																	Anil
Put Which Card Will Be Played Above the Enemy																	Anil