

GOOGLE ENTERTAINMENT

# THE CUSTODIAN

PLAYTESTING



Would you like to test our  
game? :)

When they open the game



# Tutorial scene



Gameplay starts



WTF does the stop button  
do?!



YOU DIED



Finding out you can change  
the speed in the settings





YOU DIED



## 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

# Questionnaire

OVERALL FEELING  
TUTORIAL FEEDBACK  
IMPROVEMENT SUGGESTION  
PURCHASE INTENTION  
CONS  
PROS  
RATING

# They liked ...

I liked the vintage art style and the usage of sheep is very cute. I have discalculia which makes it harder for my brain to compute directions in video games. But this game made it very easy for me. So the games accebility is something I appriciated very much.

I liked the fact that this game is built upon predicting the move of your opponent. If the AI mechanics are further developed to be predicting my moves more randomly, I would definitely buy and play this game.

Retro background music. Time based gameplay. Main character's look and asset.

Looks like an interesting game in terms of its mechanics.

The art is nice

# They liked ...

The general idea (cards & real-time combat) is interesting

Art style, the strategy aspect of the game.

UI: very good  
Menu page: good

Music was good. Also the design of characters (especially main hero), of location and cards is stylish.

It's very fun to start the game immediately after tutorial , also cards are interesting and creative, art and sound is good for a game like this.

# They did not like ...

Very confusing. Did not know what's happening

Tutorial of the game need to be more specific  
Interactive based tutorial need to be implemented

The main menu seems like it is a battlestar game. Also tutorial was a bit confusing, though it was fun to explore the game.

Bugs, card selection indicator missing

Maybe a better character lore can be introduced about main character's background story. More card variety and smarter enemy AI can be introduced. Also more music variety can be introduced.

# They did not like ...

There are bugs that break the game in certain cases. After a game crashed, I had to force quit and reopen the game. More preparation is needed to familiarize a new player with the game.

The movement of the command was too slow, which decreased the tension of the chase and the attack. I would have preferred the game much more if it was a bit faster.

The game mechanics are not well explained and things such as enemy attacks seem random as there are no visual feedback. So, a more feedback is needed to understand what is going on.

AI is able to win so fast. It would be a difficult game for beginners. But after a few trials, it would definitely be fun!

Average rate from 1 to 5  
stars



# Suggestions from our gamer play-testers

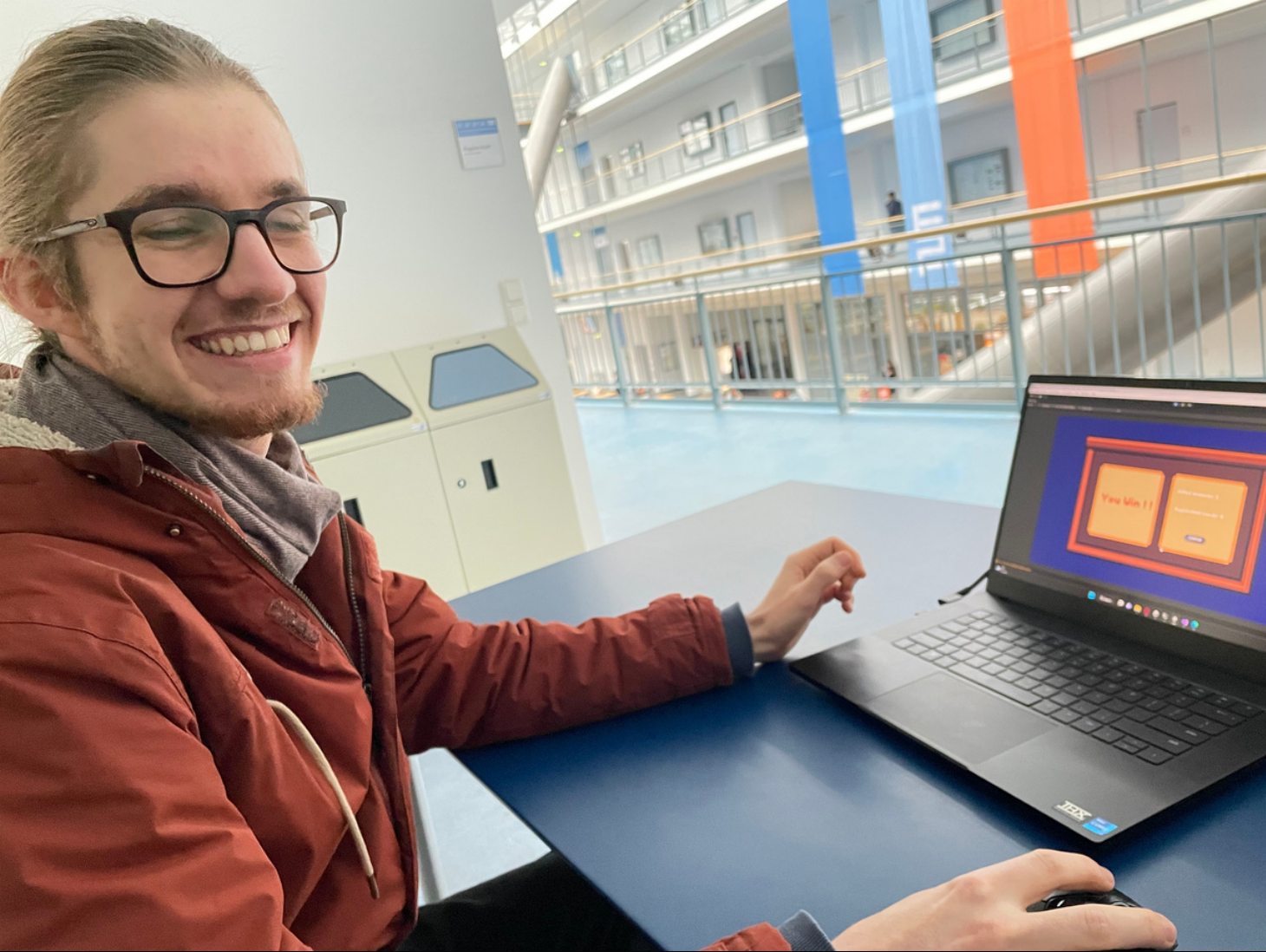
- Highlight the selected card so when you have to right-click to deselect you don't waste time remembering which one you chose
- Energy recovery
- For easier gameplay show enemy's future move on the battle ground
- A video tutorial would be more useful
- Maybe only duplicate in case you get hit by that card from the enemy, then you'll have to decide if it's worth duplicating certain card



# Suggestions from our non gamer play-testers

- Explain the purpose of the game
- Make a better tutorial
- Give some time to explore and think before starting the game in the tutorial level
- Clearly define The Custodian's motives and purpose







Picsart



# Evaluation questions

1. How does the game play? Are the controls responsive and intuitive?
2. Is the game's story and setting engaging? Are the characters and dialogue well-written?
3. Are the game's graphics and art style pleasing to the eye?
4. How did you like the game's audio and sound design?
5. Are there any bugs or glitches that significantly impact the gameplay experience?
6. How is the game's AI functionality?
7. How well does the game balance difficulty and accessibility for players of different skill levels?
8. How well does the game's tutorial or introduction help new players understand the game's mechanics?
9. How well does the game's deck builder feature integrate with the TBS and RTS elements of the game?
10. If the game was to be published how much would you suggest it costs?

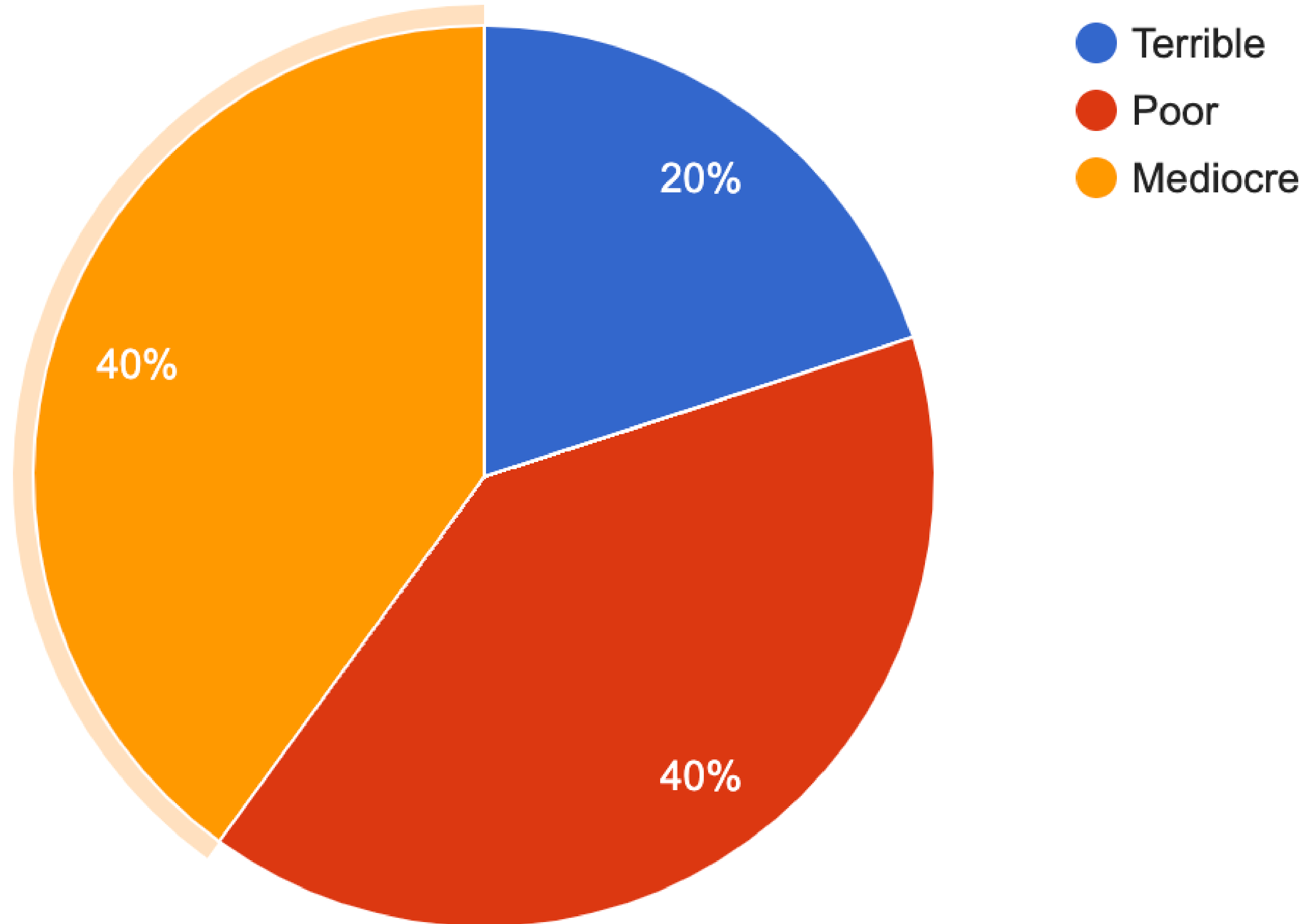
# Summary

participants 10

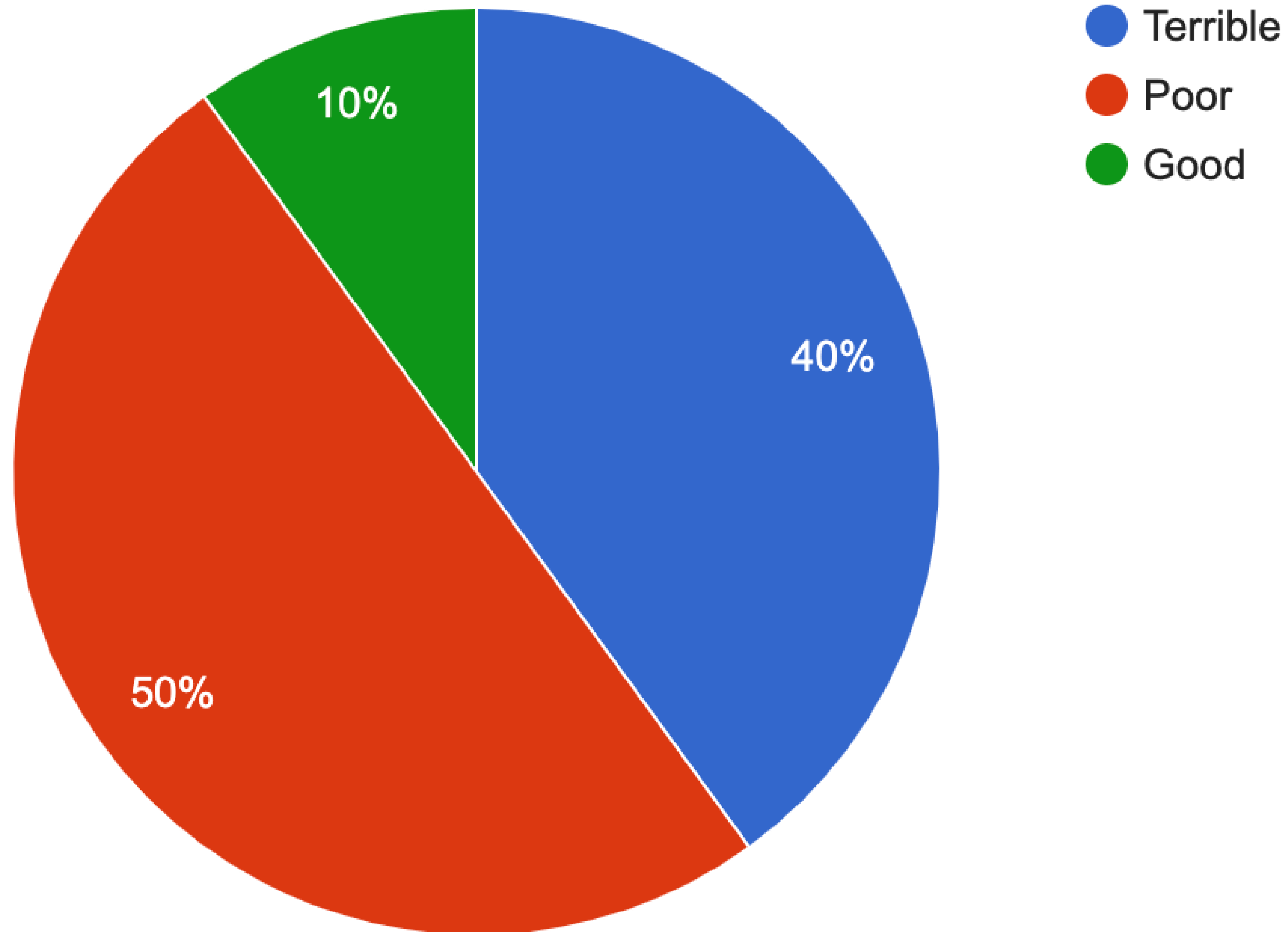
gamers 7

non-gamers 3

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

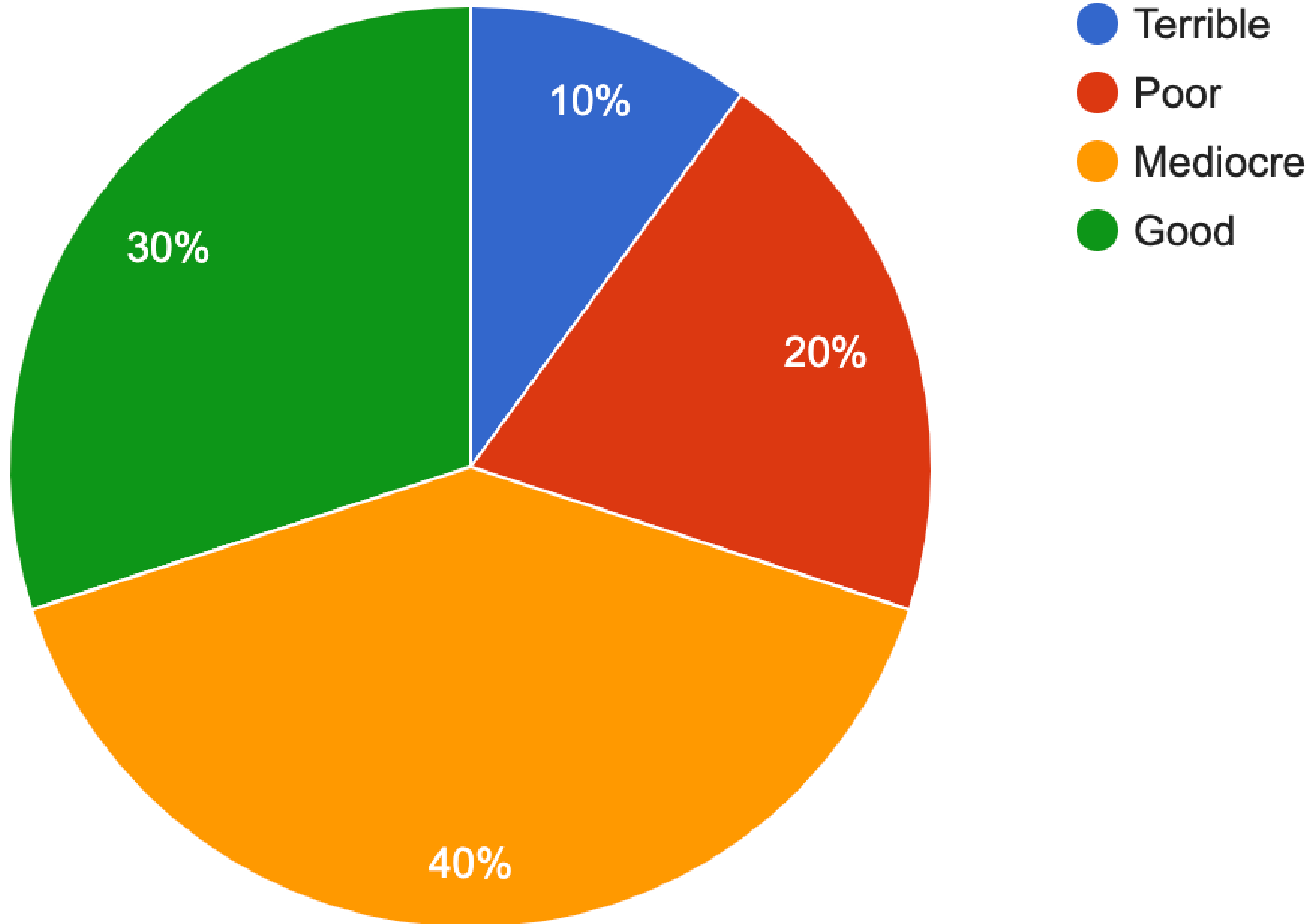


**Is the game's story and setting engaging? Are the characters and dialogue well-written??**

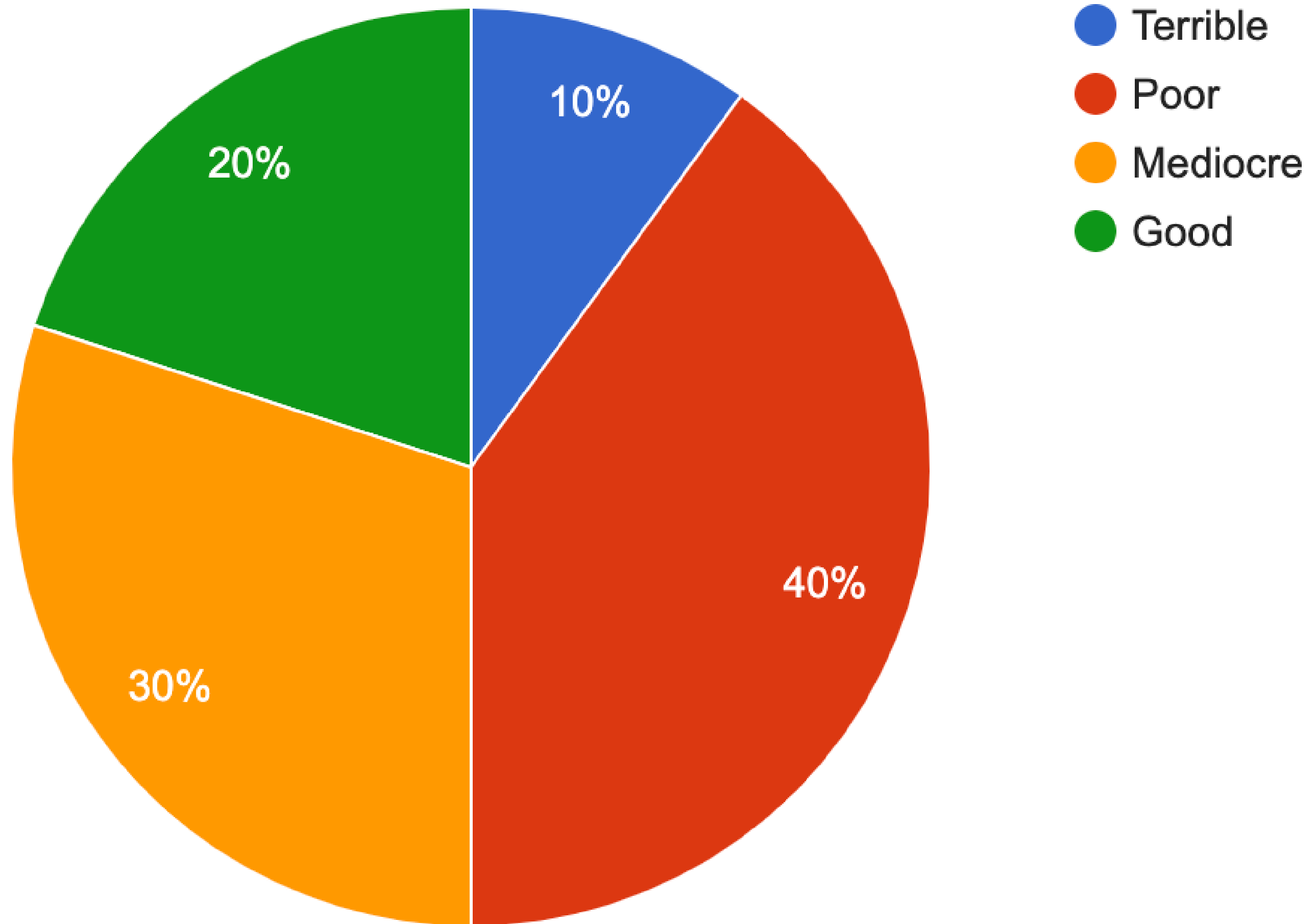




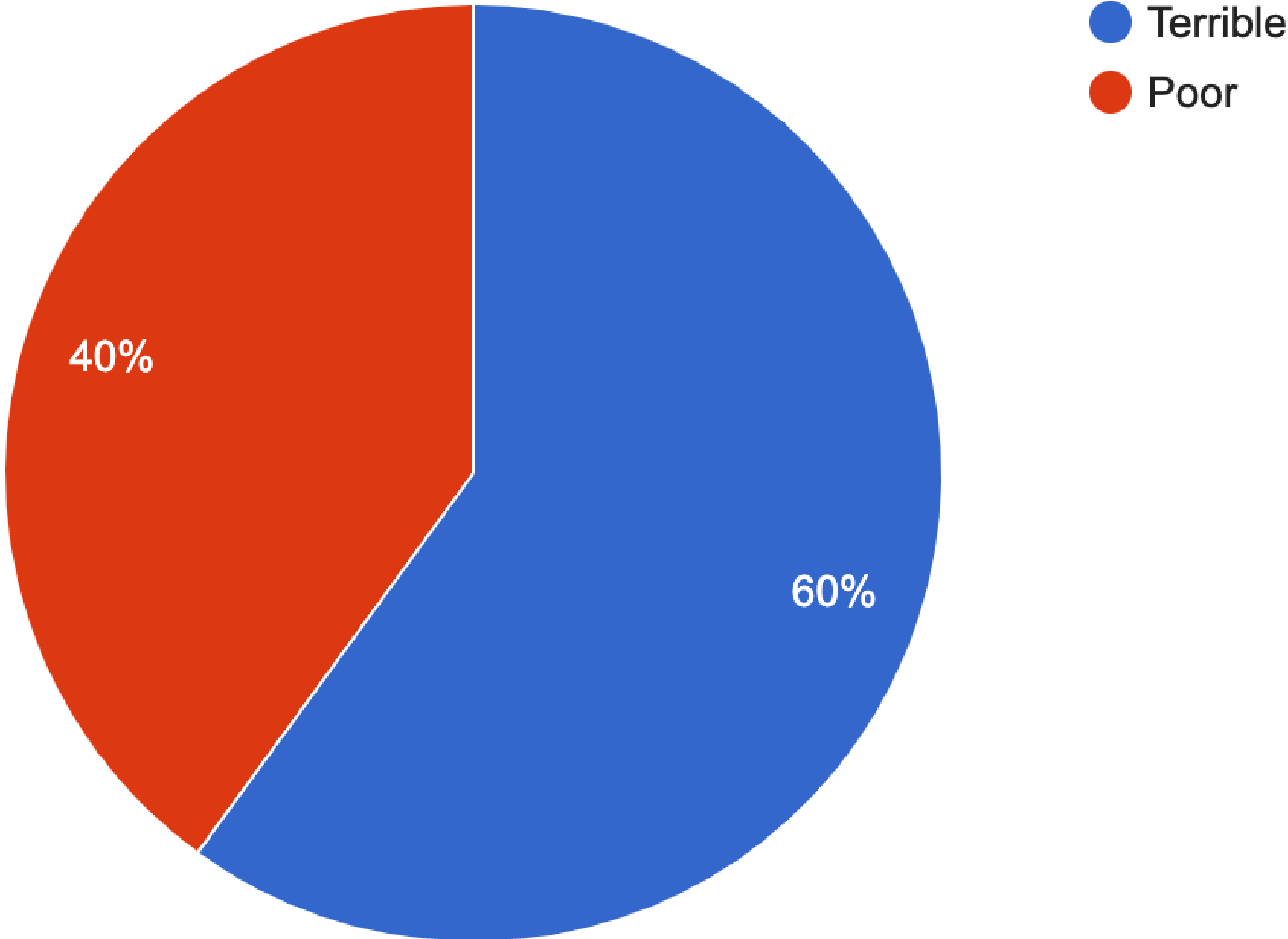
## Are the game's graphics and art style pleasing to the eye?



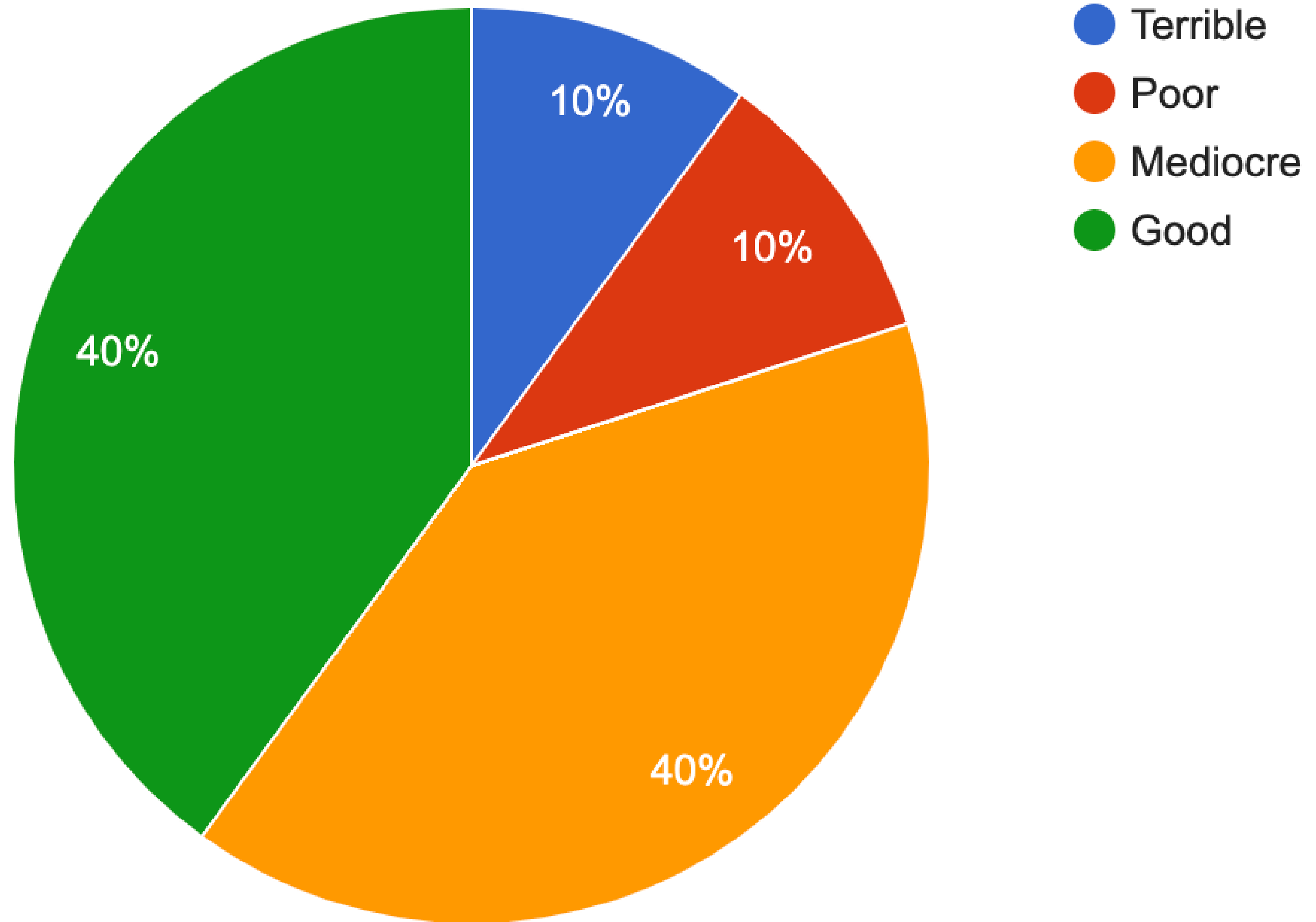
# How did you like the game's audio and sound design?



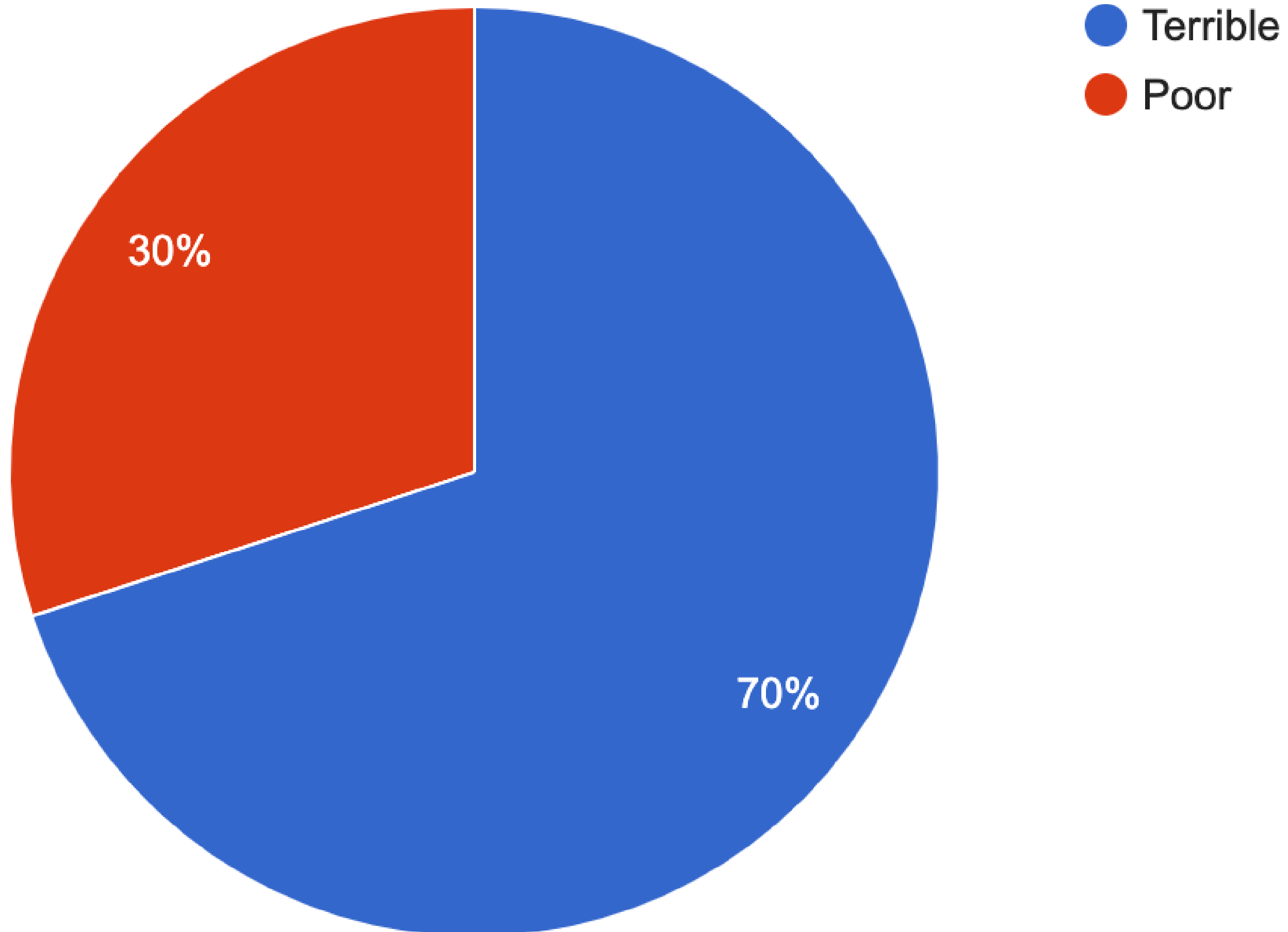
**Are there any bugs or glitches that significantly impact the gameplay experience?**



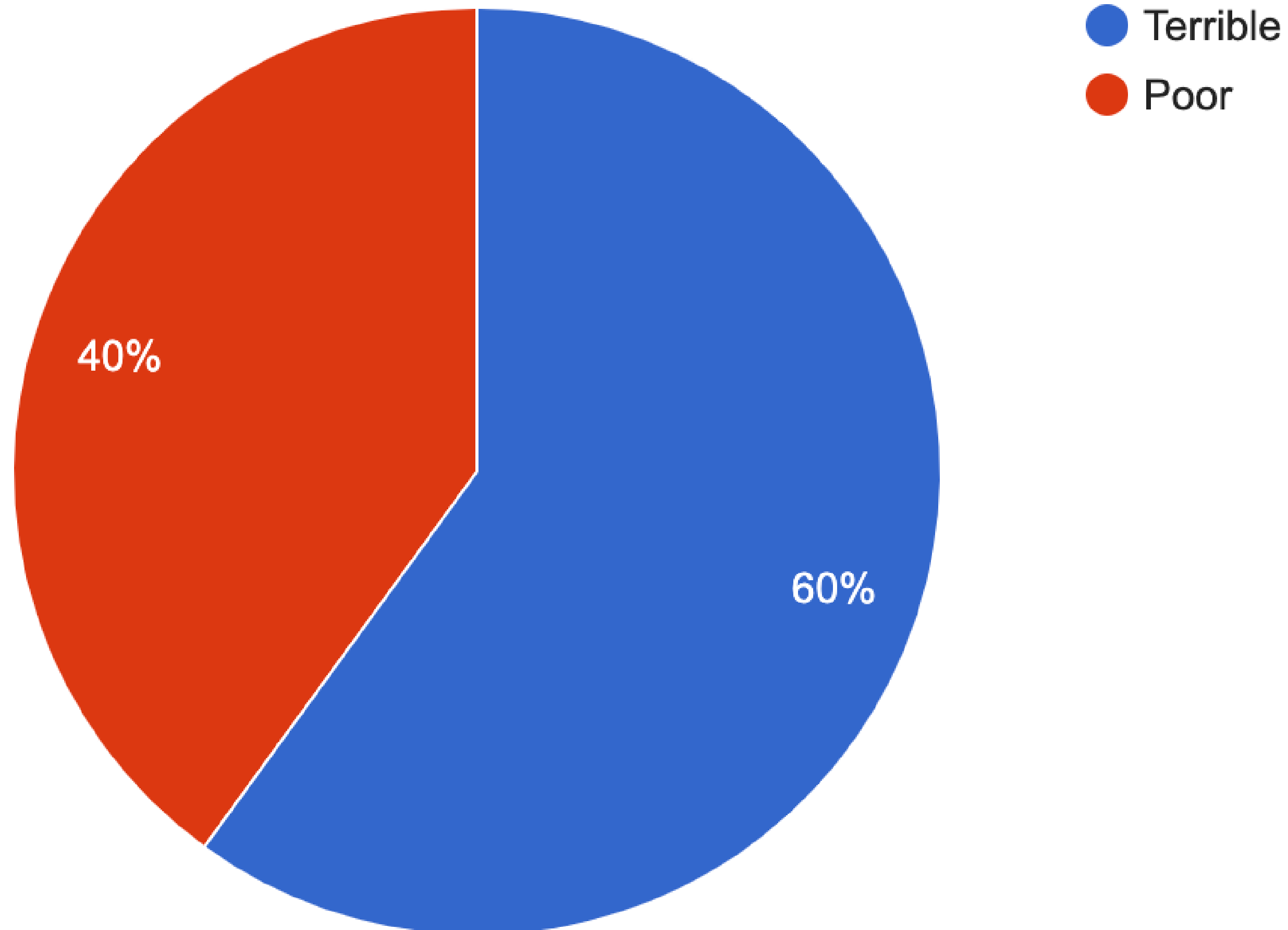
## How is the game's AI functionality?



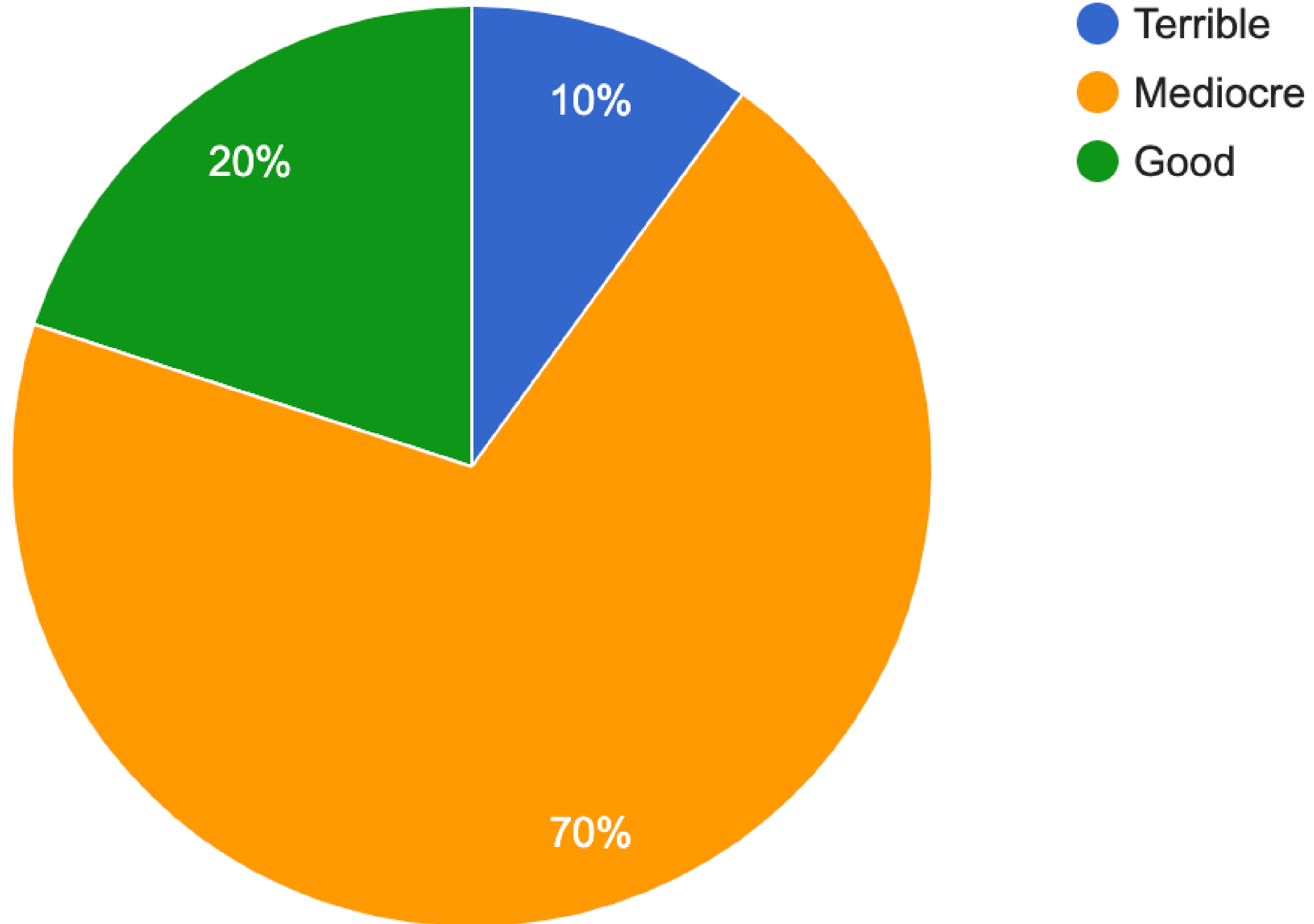
# How well does the game balance difficulty and accessibility for players of different skill levels?



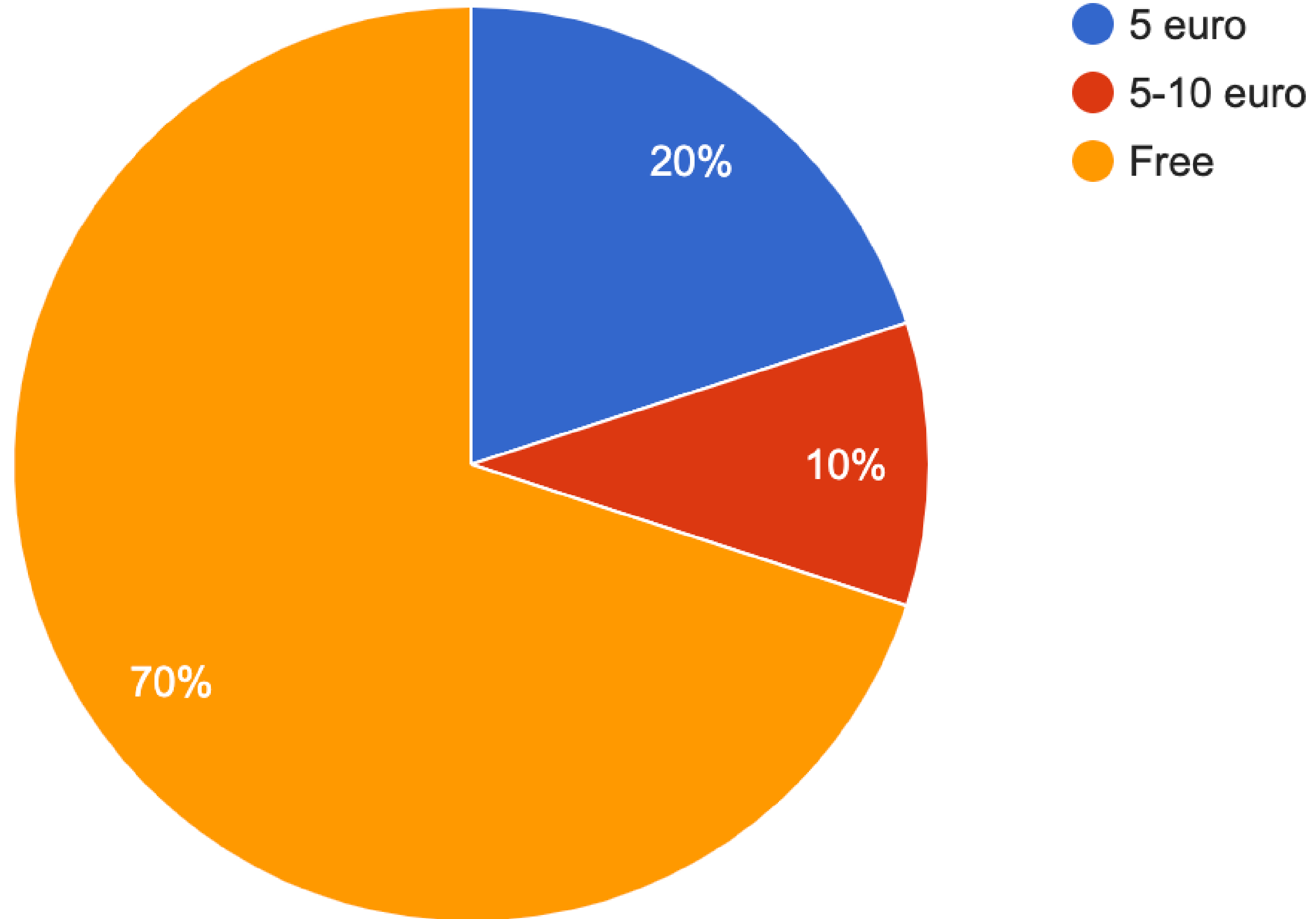
# How well does the game's tutorial or introduction help new players understand the game's mechanics?



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



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





# 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

# Developers' response to the suggestions

- Only duplicate in case you get hit
- Give some time to explore and think before starting the game in the tutorial level
- Don't know what's happening, tutorial more specific
- Game speed
- Bugs significantly impact the gameplay experience  
--why huge difference between testers and developers?

# TARGETS FROM LAST MILESTONE



Event level



Bug fixing

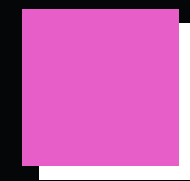


One more battle level (Actually two)

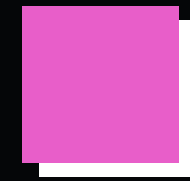


Animation applying

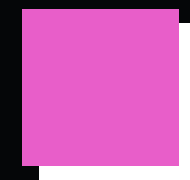
# SUGGESTION TAKEN (FUTURE TASKS)



Story telling

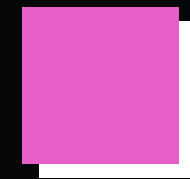


Tutorial adaptation

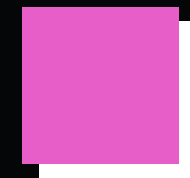


Get rid of the bugs (as much as we can:D )

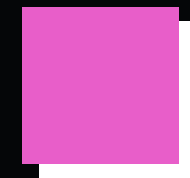
# SUGGESTION TAKEN BUT NO TIME



Energy recovery



Show enemy's future move on the  
battle ground



Environment blocking

# Conclusion



THANK YOU FOR  
YOUR ATTENTION!