



Prop Clash 25/01/2023

Playtesting

Denitsa Asova

Janna Elghabaty

Omar Khaled

Bassant Elnaggar

PRE-TESTING CHANGES

We decided to implement some changes which we expect to improve the gameplay. Most of these changes are directed towards giving the players some feedback towards actions they do.

1- A feedback for the players' score, when it increases or decreases. This appears as a text which appears in a random location on the screen e.g +100, -50. This random position is located in a view which is visible for the player but at the same time does not obscure the vision. The text disappears after one second.

2- A feedback for the prop if he is hit by a hunter. This is done by a camera shake.

3- A feedback for the hunter when a prop is hit. A blood effect comes out of the prop, when the hunter hits the correct prop. This blood splashes around the prop and disappears after 1-2 seconds.

We also added a tutorial scene which is a video explaining all of the controls.

PLAYTESTING SETUP

We held two in-person playtesting sessions during which all team members were present and observed the process. Each session consisted of 4 testers who played the game together. We started each session by greeting and thanking the testers for their time. We proceeded with a brief overview of our plan for the testing and a short introduction of our game. Afterward, we let both groups play the game for as long as they wanted and prompted them to comment on the experience while refraining from providing additional explanations. We made sure that each tester played at least one game round both as a hunter and as a prop. We noted all important comments, suggestions and thoughts that were made during the sessions and once the groups were finished with the game, we presented them with our online Google Form survey. After the survey was filled, we made sure that there were no further aspects our testers wanted to discuss with us and concluded the sessions.

QUESTIONNAIRE OVERVIEW

1. Questions focusing on the gameplay

- a. What was your first impression of the game?
- b. How did that impression change as you played?
- c. Did the game feel too long, too short or just about right?
- d. What was the most exciting thing about the game?
- e. How intuitive did you find the controls?
- f. What were you able to do from the controls?
- g. How difficult did you find it to understand what to do? Did you get stuck or was it easy to progress?
- h. How difficult was the game?
- i. How would you rate this game?

2. Questions focusing on the game scene

- a. Was there too many assets/objects in the scene?
- b. What elements of the game attracted you?
- c. What was more challenging?
- d. Was there anything you found frustrating?

- e. How did you like the game arts? (E.g.: Character, Environment, UI)

3. Questions for suggestions and fixes

- a. Are there any controls or interface features you would like to see added or changed?
- b. Are there constraints you want to add?
- c. What was missing from the game?
- d. If you could change just one thing, what would it be?
- e. Did you discover any bugs while playing the game?

4. General Questions

- a. How old are you?
- b. What is your gender?
- c. Would you call yourself a gamer?
- d. What is your profession/study?

FEEDBACK OVERVIEW

General Questions:

1. What was your first impression of the game?

For this question we received a 50% neutral responses, 25% very good, and 25% excellent

2. How did that impression change as you played?

For this question we received a 25% neutral responses, 62.5% very good, and 12.5% excellent

3. Did the game feel too long, too short or just about right?

For this question we received 100% neutral responses.

4. What was the most exciting thing about the game?

Being a prop

Getting used to the controls and understanding the game more over time

The idea itself

Adrenaline

The concept of changing characters in game

The suspense

Interactions

It was fun playing as a prop, mainly cause of the powers that you get

5. Was there anything you found frustrating?

Knowing that when i turn red I am seen by the hunter and the tutorial is very fast

I did not understand some of the game's rules and conditions

No

Not easy to find props

The 10s red indicator was too quick

Walls covering the view. Doors slightly opened. Props once seen its over. Tutorial was too fast. Prop camera should be further.

Camera

The interaction with the map itself was a bit weird, camera felt too sensitive to the mouse movements despite having it to the lowest dpi setting

6. How did you like the game arts? (E.g.: Character, Environment, UI)?

For this question we received 12.5% of people who didn't like it, 12.5% neutral responses, 50% very good, and 25% excellent

7. How intuitive did you find the controls?

Most of the people felt it was intuitive but for 12.5% percent of people they didn't feel it was intuitive.

8. What were you able to do from the following controls?

All people were able to do the cloning ability as well as the sprint, while 75% percent of the people were able to do the camera position, duplicate, and stab.

9. How difficult did you find it to understand what to do? Did you get stuck or was it easy to progress?

For this question we received 25% neutral people, 37.5% very easy, and 37.5% found it a little bit tough

10. How difficult was the game?

Hunter: 50% easy, 50% medium

Prop: 50% easy, 12.5% medium, 37.5% Hard

11. What was more challenging?

50% being a hunter a locating props in the scene

25% being a prop and hiding in the scene

25% being a prop and changing into another prop before turning "red"

12. Are there constraints you want to add?

13. How would you rate this game?

12.5% Neutral

87.5% Awesome!

14. What elements of the game attracted you?

Being minecraft style

The design is pretty cool

The scene

Idea

UI

Environment and idea

Hunter

I especially loved playing as prop, mainly due to the powers that i got

15. What was missing from the game?

- IDK
- It was a but hard to figure out the space layout, how big it was and how it looked, would have been ideal to see a map. I also would have liked for the hunter to have more powers instead of just stabbing. Also, reading some of the questions, i realized that i didnt truly understand the 'rules', such as the scoring rules, and when you turn red as a prop. Though i think that would have made it too easy.
- Maybe make more hunter objects and not have them look alike
- More rooms
- Nothing
- Sound effects

- Soundtrack

16.If you could change just one thing, what would it be?

Have more rooms and more scenes

More detailed slower tutorial

The shapes

Improve camera

Kill sound effects

Scoring

Camera

I would have added an extra power to the hunter

17.Did you discover any bugs while playing the game?

- 37.5% No
- I dont know if it was a bug, but as a prop, i turned into a rake, ended up on top of another rake, and it kind of... just started going up into the air like i was flying? I could just jump off it and return to the ground though, and continue as normal
- I fell from the map :p
- None
- Walls. Clicking on props. Doors
- Yes

18.How old are you?

62.5% between the age of 18-24 while 37.5% between the age of 25-34

19.What is your gender?

All males except one was female

20.Would you call yourself a gamer?

75% yes and 25% no

21.What is your profession/study?

87.5% Computer Engineering and 12.5% mathematics in Data Science

FUTURE GAME CHANGES

After having reviewed the feedback from our game testers, we are planning to incorporate the following changes into our game:

- Adding post-processing effects to improve the appearance of the game scene and make it brighter while still preserving the spooky atmosphere.
- Implementing a camera zoom for the props perspective so each player can have a better control of the camera based on the shape and size of each prop. Also enabling the camera collider so that it is no longer possible to see behind walls.

Creating at least one more map which contains smaller sized rooms instead of a big open area as our current one.

- Adding sound effects, for example when a hunter attacks and a prop is hit.
- Making the tutorial more interactive so each player can have enough time to go through it and understand the game rules. Also explaining the rules more clearly, especially the difference between duplicating and cloning and what happens when a prop becomes red.
- Adding settings to customize the game experience, for example changing the mouse sensitivity.