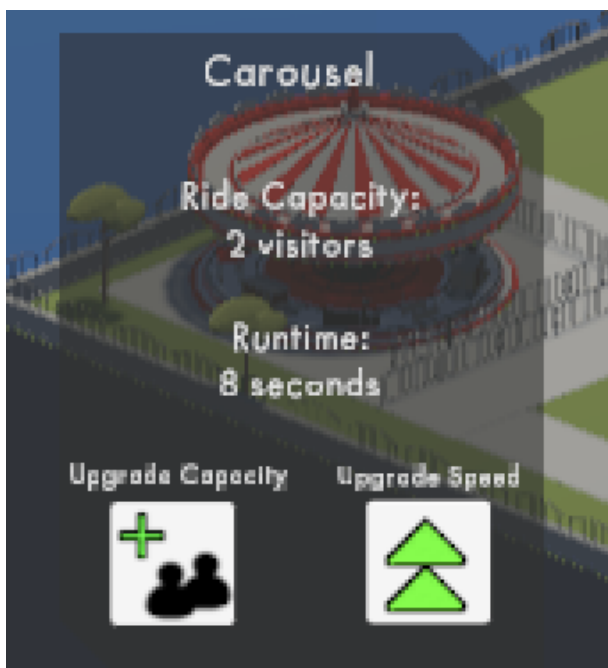


MILESTONE 4: PLAY TESTING

After the last milestone, we have made minor changes to our game; improved visuals, animation and sound design, added how to play sheet, proper menu and information page for the rides where you can change the features of the rides such as run time and visitors capacity. Now players can choose the risk level that they want to take.



Then we found 5 people to test our game and give feedback. We try to select players from different backgrounds as much as possible. We let them play the game and observe their reactions and note their thoughts.

During our play testing we mainly let the players express their feelings and experience, however whenever needed we ask these questions to elaborate the experience of the play testers since these aspects of the game are important for us.

Questions

1. What do you find hard while playing?
2. Do you think game dynamics are intuitive?

3. Did you have fun?
4. Can you name one good and one bad aspect of the game?
5. What feature would you add to make the game more engaging?
6. What do you think about the pace of the game?
7. Would you rather this game to be on mobile or PC?
8. Can you plot our game somewhere in the play matrix?
9. What is missing in the game?
10. What do you think about the visuals?

Players & Feedback

- **B.B. (25), master's student, studying Informatics, casual gamer.**
 - I found the game's pace a bit too low at the beginning. Thus it was hard to stay motivated until the game started to become hard to manage.
 - I generally like the visuals of the game, assets that are used in the environment (rides, visitors) look realistic. However, the color palette of the game is a bit too dark.
 - Drag and drop functions smoothly but i wish i can put visitors in the waiting line too. For example, I can try to catch the ones who are leaving with zero satisfaction and force them to have another ride.
 - It is generally hard to follow how you are doing in the game. More ride/visitor animation would be better to follow.
 - More ride/ visitor types and a wider map would be more fun.
 - The game ends pretty fast without any warning. Adding some warnings towards failing would be better.

- **C.U. (17) Student, Hardcore Gamer**
 - Animations on rides would be nice to show whether they are waiting/running/broken

 - Not enough customization on rides (More upgrades, changing

location of the rides, adding new ones would be nice)

- New levels could be added where you unlock new rides on each level (start with 1-2 rides and go up to 7-8 rides)

- Micromanaging visitors can be fun but it could be too much for everyone to manage, quite hard to click on every visitor when they are panicked and running around. But it felt

- Felt like the player is getting punished even if he is doing nothing wrong [Comment: This was a feedback about rides getting broken during normal use, the risk of a ride malfunctioning increases with each upgrade, but we didn't have any ride modifications to reduce the risk]

- Sometimes the game just ends randomly, no indication of getting close to a game over.

- Game mechanics can easily be abused by randomly dragging people around all the time, not allowing them to fill queues and cause dissatisfaction.

- The game is fun as a one time experience, but too repetitive and there isn't much to do, no reason to continue playing after a few runs.

- **T.U (56) Only Casual/Hypercasual gaming experience**

- [Had to ask questions and extra explanation on top of the included tutorial to understand the gameplay]

- Visuals are nice and colorful, the game looks good

- Visitors are too small to interact with, game pace is too fast to interact with everything going on

- Some gameplay mechanics could be fun if the game is imported

to mobile devices and played with touch-screen (Especially dragging and moving people around). But it is hard to do that with trackpad on a laptop

[Comment: During development we assumed that the game would be played with a mouse, after this feedback we have also tried with a trackpad and the game is considerably harder to play without a mouse]

- **Z.D. (25) Student**

- More models for visitors, type can be represented by surface color, highlight etc. (All visitors of same type look same)

- Physics/Ragdoll based movement for visitors when you drag them

- Indicator for panicked visitors or visitors waiting in long queue times

- Animations for rides

- Ride appearance can change with each upgrade (both for better identification and sense of progression for the player)

- Chance to fail/malfunction is not shown to the player. Effects of upgrades are unknown until they are done. Player does not know when the game ends.

- **T.K. (26) Management Student, not a gamer.**

- Not challenging enough, could be better if there are more rides and visitor types

- Visitor types are not very distinctive. Hard to see which visitors enjoy which

- Game makes me feel a bit aimless, even if I let the playing go it still continues. But I still want to continue.

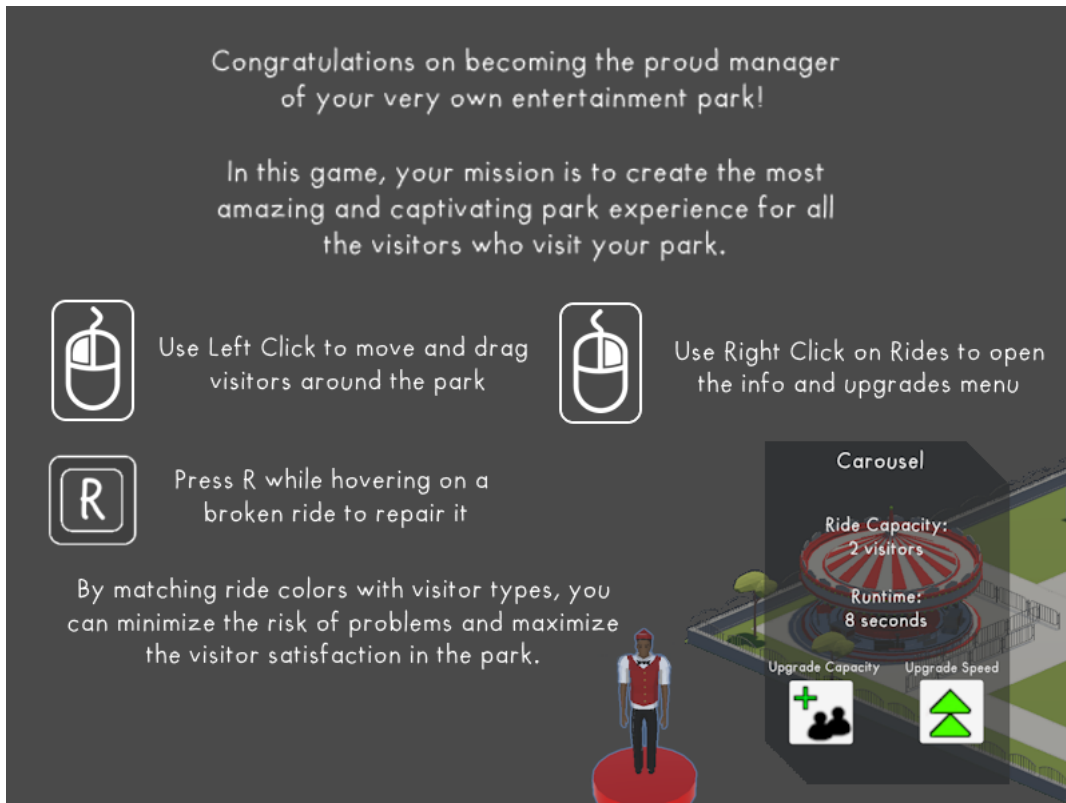
- I really like the information page of the rides. To be able to manipulate the rides' features really adds fun to the game. It might be better if I am able to earn money and spend it on rides. Otherwise I can make limitless changes.

- Tutorial is quite understandable and the game is intuitive for a non-gamer too.

- **D.M.(26) Game Designer, Master Game-Design Student**

- Instead of taking people one by one, you can take them all at once, like in games such as Age of Empires.
- Animation can be added to show people having fun, similar to the happy or angry faces in The Sims.
- The number of incoming people and the money earned can be displayed in the top right corner.
- Machines can receive upgrades, and as they are upgraded, their popularity and the number of incoming people increase.
- Not all areas are open at once; we can open them as we earn money. For example, we can start with a Ferris wheel and then open the carousel when we have enough funds.
- Alternatively, a leveling system can be implemented. For example, when you entertain a certain number of people and reach a certain amount of money, you can level up, and a new ride like a carousel becomes available at level two.

Tutorial



The good, the bad and the ugly

Generally visuals, game ideas and dynamics of the game are liked by the test players. General ideas on what can be improved are the animations of the rides and visitors, could be more engaging with more parameters in the game such as extended map, more visitor/ride type, more customisation in rides, multiple level structure.

According to the feedback, which we also agree with, there are still more tasks to make the game more fun to play. Even though

Future plans & Changes

After analyzing the feedback, we decided to classify the changes/improvements we can make accordingly into two main categories: the ones we can make in 2 weeks and the ones we can make if we had more time.

Changes/ Improvements can be achieved in 2 weeks

- **Visitor differentiability:**

For this problem, we proposed 2 different solutions; putting the cylinder under the characters according to their colors, returning back to the capsules and colors.

- **Animation for rides to show for the state of running, waiting or a chaos**
- **Adding animation when dragging the visitors**

Changes/ Improvements can be achieved if we had more time

- **Adding money factor**
- **Showing the ride upgrades costs and**
- **Adding option to change the pace of the game**