

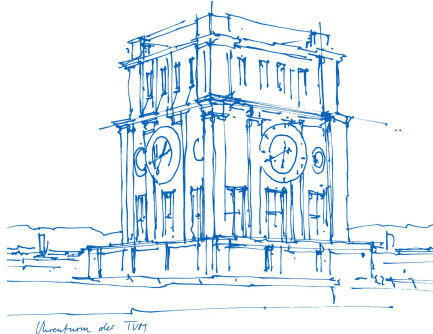
Playtesting - Fall For Me!

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Key Points



Testers and sessions



Results

Questions

Answers



Changes made

Time of playing

Spawning

Tutorials

Button descriptions for menus

Decrease time of knockback

Bugs

Testers and sessions

Names	No video games 1	Gamers 5
Male 24	5	
Male 24	5	
Female 23	3	
Male 26	4	
Male 23	5	
Male 24	1	
Female 22	1	
Male 24	5	
Female 24	1	
Male 25	1	
Male 24	1	
Female 23	2	



Questions



General questions

- First impression
- Most/Least liked aspects of the game



About understanding the game

- Objective of the game
- Winning strategy / Loopholes



About game interaction

- Feel of controls
- Interface readability
- Sound

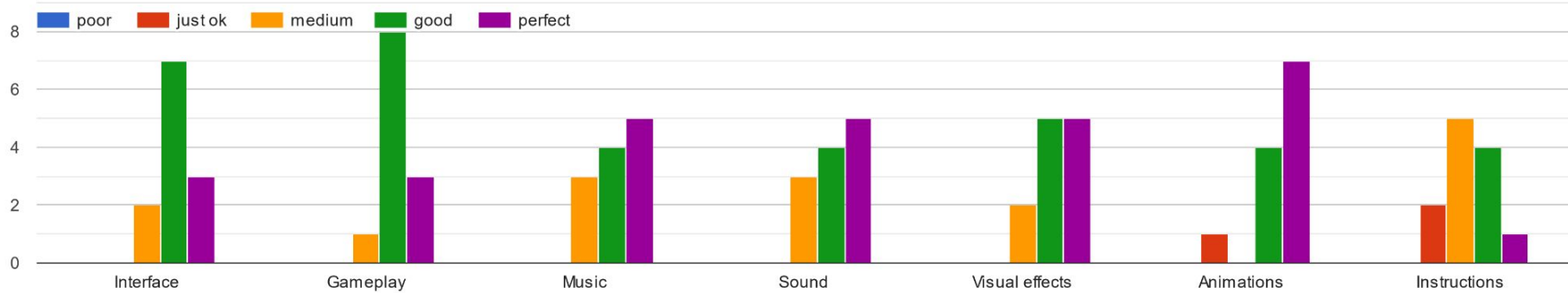


About evoked emotions

- How much fun on a scale of 1-5
- How likely to pay for the game

Answers - Overview

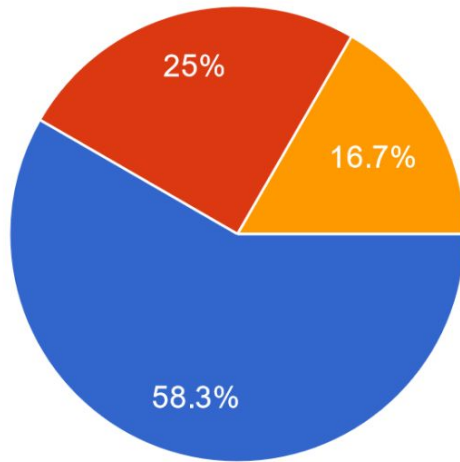
Rate these elements



Answers - Objective

Was the objective clear at all times?

12 responses



- Yes, it was clear
- Yes, but I had some questions about it
- No, but I got the hang of it at the end
- No, it was not clear at all

Answers

“Cute design, straightforward controls, and interactivity.”



“**Pleasantly surprised** by certain aspects of the game, including **enjoyable interaction** and **fun animation**.”

“The controls and interface were generally **easy to understand** and **navigate**.”

Players liked the least:

- duration of game
- difficult-to-read and overwhelming instructions
- high spawn times
- platform accessibility issues.



Player suggested changes:



- decreasing candy requirements
- improving character responsiveness
- using balloon assets for spawning
- adjusting spawn times
- running, more attacks
- add NPC opponents.

Answers - More Quotes



“Explosion of
respawn was cool
but make it
stronger”

“Maybe you can put
a timer for the revival
of your character”



“I liked the sound
effects, especially the
screams of falling
children”

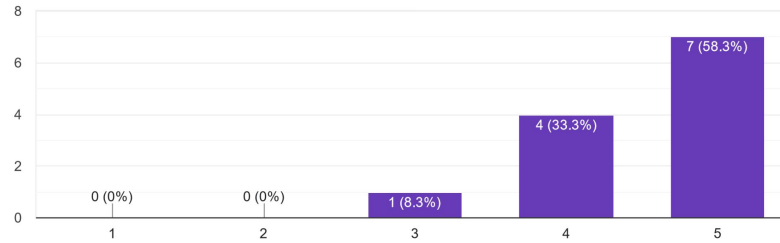
I hope you continue the
project, add multiplayer
to it, release it on mobile



Answers - Summary

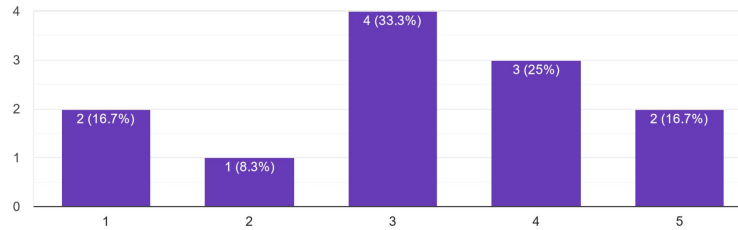
Overall, how much fun did you have?

12 responses



How likely is it that you would purchase the game?

12 responses



Answers - Summary

Players **understood the game objective** and adopted **strategies** like knocking off opponents, jumping to avoid conflict, punching rivals, kicking opponents, and collecting candy. The tutorial was too much text for most to read.

Opinions on **sound** and **visuals** were generally positive, with some **enjoying** the sound effects and balanced volume. The visuals were described as cute and eye catching.



Suggestions for additions:

- enhancing the punching mechanic
- adding balloons for spawning
- including a kicking action.
- Different game modes
- Increasing game speed

Changes made: Time of playing



Problem: **50** candies is too much



Improvement: **25** candies



Addition: **Time-based** mode set to **5 minutes**

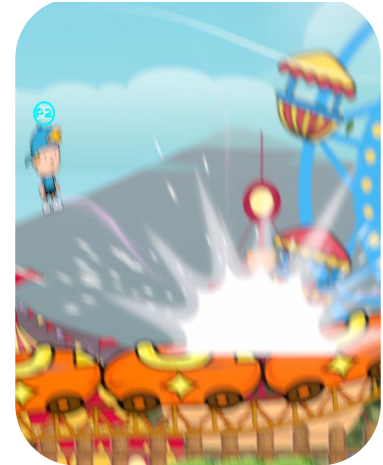
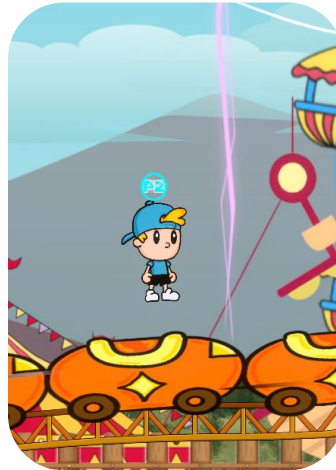
Changes made: Spawning

Now the players directly spawn in the center of the roller coaster 2-5 seconds after dying.

BEFORE

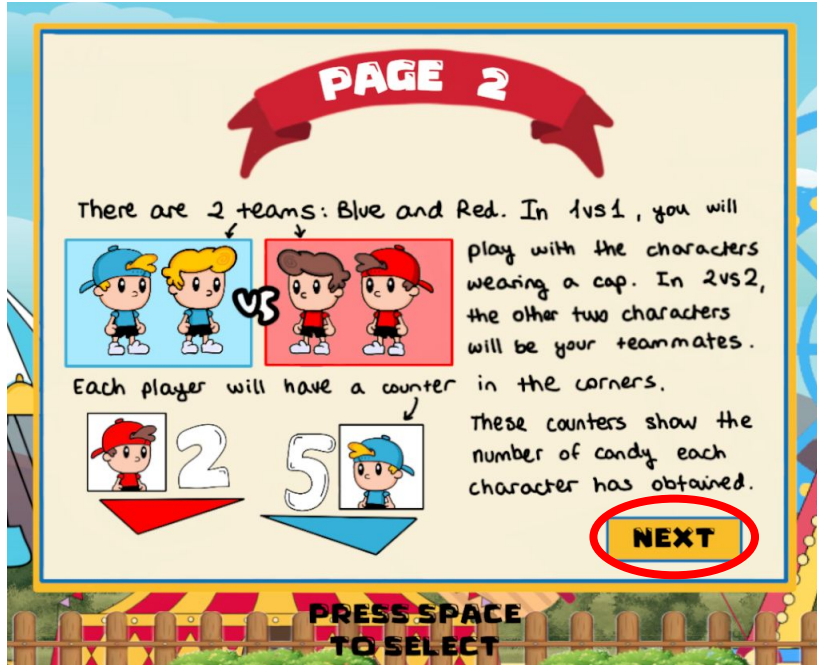


AFTER



Changes made: Buttons to go back in the tutorial menu

BEFORE



AFTER



Changes made: Tutorial area at beginning of game



Problem: players are not familiar with the controls and concepts



Improvement: tutorial zone



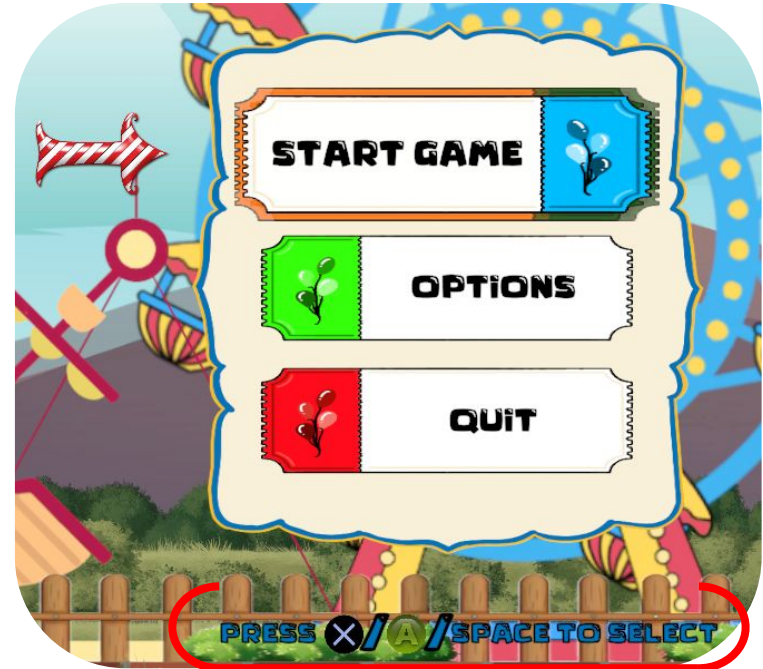
Changes made: Button descriptions for menus



Problem: players are not familiar with the controls and concepts



Improvement: in-game labels for actions



in-game labels for actions

Changes made: Intro



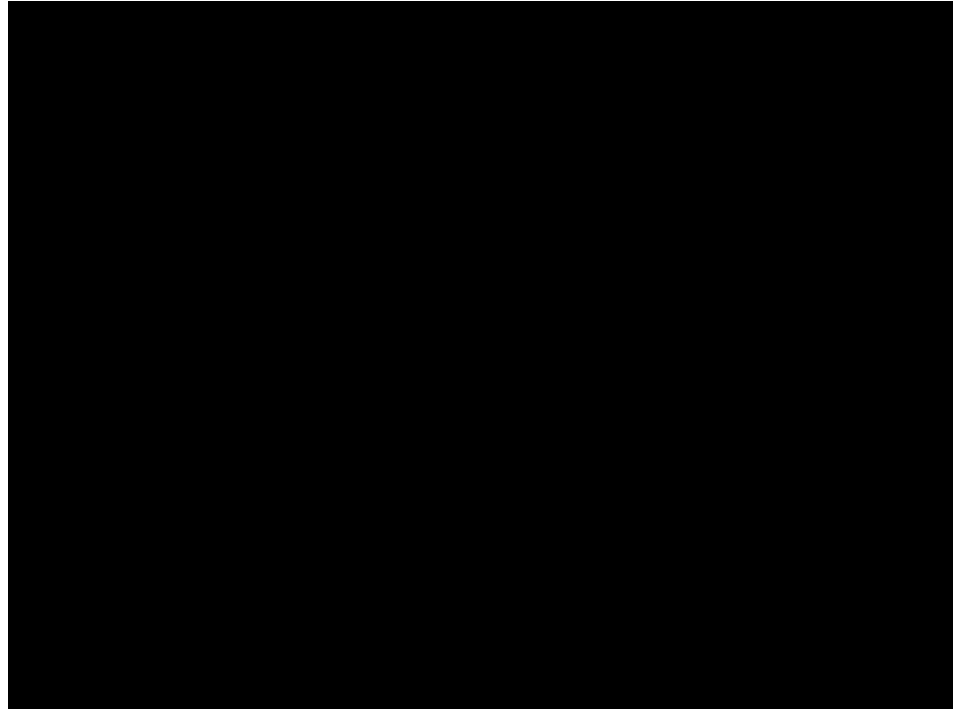
Changes made: Decrease time of knockback



Problem: players get knocked out by a bad cycle



Improvement: fine-tuned stun-time



Bugs



Player disappears when spawned

The end

Any questions?