

# **Milestone 4: Playtesting Fall For Me!**

Team Cicisoft

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## Task progress

In this chapter, we will describe the results from our playtesting sessions. We will explain the results we obtained, as well as the type of testers we had and how the sessions were organized. Finally we will show the questions and answers we received and what changes we made based on the results.

## Testers and sessions

Testers:

Names	Scale of 1 to 5 (1 they don't play video games and 5 they play a lot of video games)
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

We had a broad variety of testers, most of them were close friends of members of the group. Some of them play video games regularly and others have no knowledge of video games or don't play as often. This was great for us because we had different points of views about the game.

For the sessions we created a google form with questions about the different areas and parts of the game, so the testers could answer them after playing the game. This way we have all the answers together and we can compare what each of the testers said after testing the game.

The sessions were organized individually or in pairs. One member of the group would meet up with 1 or 2 testers and play the game. Sometimes the members of the group would play with the tester and in other cases the testers would play with each other. In the case where one member of the group would play with the tester, we would let the tester figure out the game first and play easily in the beginning. This is because we have had a lot of time practicing and playing the game and it gave us an unfair advantage over the testers. During the sessions, we would let the testers play all the different areas of the game and play as often as they wanted. We did not answer any questions while they were playing but would write down some of the comments they would make. Also, if we were to see something go wrong we would write it down to fix it afterwards. After the sessions we would conduct a small interview out loud just discussing the things that the testers would mention. Finally we would ask them to fill out the aforementioned form.

We tested the game both with the keyboard controls and using our personal gamepads. Since the game can be played using both, we wanted to make sure all of the different ways to play worked.



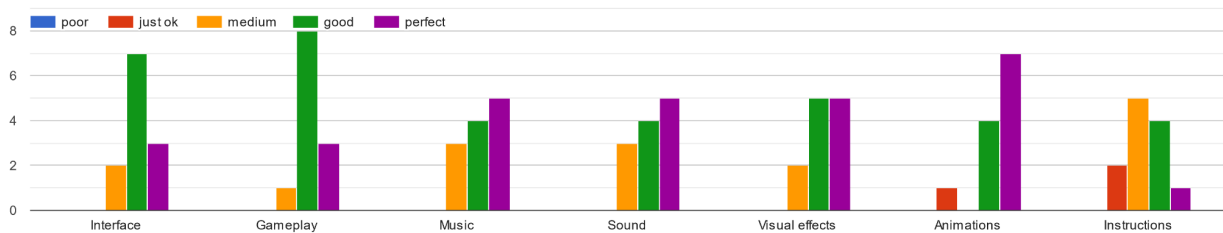
## Questions

Here is the list of questions we had in the form that the testers would fill in after testing out game:

- What was your first impression?
- Was the game's premise exciting?
- How did that impression change as you played / What surprised you?
- What did you like least?
- What did you like most?
- Did the game drag at any point?
- If you could change just one thing, what would it be?
- Describe the objective of the game.
- Was the objective clear at all times?
- What types of choices did you make during the game?
- What was the most important decision you made?
- What was your strategy for trying to win?
- Did you find any loopholes in the system?
- How would you describe the fighting?
- Rate these elements (of game)

- How did the controls feel? Did they make sense?
- Were the procedures and rules easy to understand?
- Could you find the information you needed on the interface?
- Was there anything about the interface you would change?
- Did anything feel clunky or awkward?
- Are there any controls or interface features you would like to see added?
- Please describe sound effects that were too loud / not loud enough.
- Which Sound effects were missing?
- Was any sound effect off eg. it didn't fit the visuals or style?
- Overall, how much fun did you have?
- How much do you want to play again?
- How likely is it that you would purchase the game?
- If you were to give this game as a gift, who would you give it to?
- What elements of the game attracted your attention?
- What new features would you add to the game

Rate these elements



## Results

Based on the answers we collected we came to the following results.

The game is praised for its cute design and straightforward controls. It offers a nice and fun experience with smooth gameplay, although some players feel the spawn times are too high. Overall, players are amazed by its interactivity and find it to be a very fun and interesting game.

Opinions regarding whether the game surprised the players or not varied. Some players felt that the game stayed the same and met their expectations. However, others were pleasantly surprised by certain aspects; namely depositing the collectibles was a part favored by most. The interaction and gameplay were described as simple and enjoyable, with fun animation and fighting.

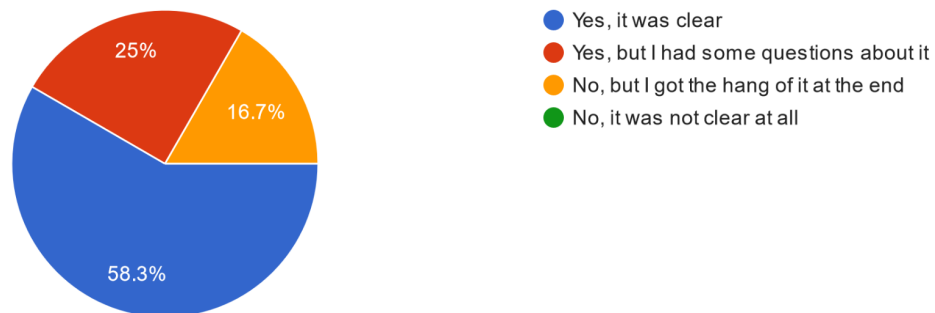
The aspects that the players liked the least about the game can be summarized as follows: The duration of the game was considered too long which affected the gameplay experience. Some instructions were difficult to read due to blending with the background, causing confusion. Additionally, players found the spawn times and the amount of candy to be unsatisfactory. The presentation of all instructions at once at the beginning was overwhelming for some players. The controls were also a source of dissatisfaction, specifically some players experienced lag

before jumping. It was also mentioned that the game was in 2D. Finally, some players struggled with getting onto the platform in front of the train, leading to frustration.

Players provided various suggestions for changes they would make to the game. These include decreasing the required candy amount to win (around 20 or 25) and improving the character's time response for smoother actions. They also suggested using balloon assets for spawning instead of platforms. Additionally, adjusting the spawn time based on team disadvantage and introducing more candy and NPC opponents were proposed. Some players recommended incorporating a walkthrough of instructions within the game, with a "back" button for convenience.

Was the objective clear at all times?

12 responses



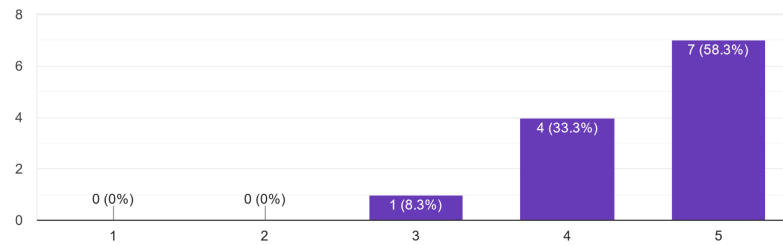
When asked about the clarity of the objective of the game, most players were able to understand it at first while others discovered the idea as they played the game. Players adopted various strategies during the game. Some focused on knocking off their opponents to create a window of opportunity to collect and save candy without interference; or to decrease their enemies' points. Others prioritized jumping frequently to avoid conflicts and stay out of trouble. This showed us that the aim of the game was well understood and people were able to adopt different strategies to win.

The controls were easy to understand and made sense for the players. Also the interface was easy to figure out and most of the players found the information they needed relatively quickly.

The opinions about the music and sound effects in the game were generally positive. Some players found the sound effects to be fine and enjoyable, particularly liking the screams of the falling children. The volume of the music and sound effects was generally considered perfect, with players stating that they were in a good volume and equally balanced. However, one player mentioned that the music stopped at some point, which was addressed and taken into account.

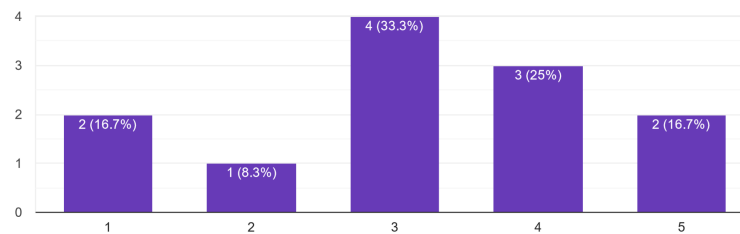
Overall, how much fun did you have?

12 responses



How likely is it that you would purchase the game?

12 responses



Overall all the players had high levels of fun throughout the game which made us very happy since it was our aim. A lot of the players showed interest in wanting to play again.

Players provided suggestions for additions they would like to see in the game which were very important for us.

- Making combat more exciting and dynamic by expanding the punching mechanic or introducing other combat abilities such as kicking
- Adding balloons for spawning instead of platforms, adding a visual element to the game.
- The introduction of different game modes, such as easy, medium, and hard,
- Additional maps
- Increasing the overall speed of the game

At the end, players left very kind and sweet messages congratulating us on our work. These were all very appreciated.

## Changes made

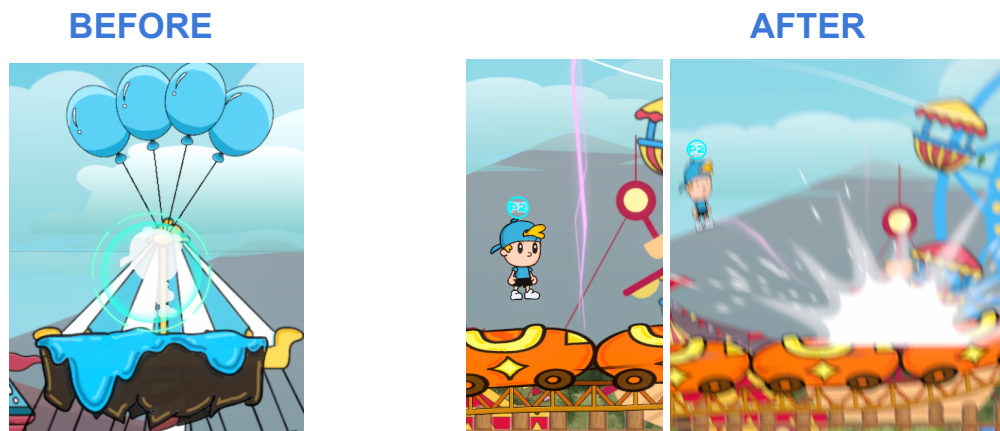
As mentioned before, the players let us know a few aspects or actions of the game that they would change or some problems that they had while testing the game. We took them all into account and implemented them as the play testing phase went on. Some of the changes that people mentioned and our implemented solutions are the following.

## Time of playing

At the beginning of the playtesting we set the win condition to 50 candies. This meant that the game would not end until one of the teams would obtain 50 candies. Some players complained that this was a very long time of playing and recommended we decrease the number and the time of gameplay. We lowered the number to 25 reducing the time. Furthermore, adding the second mode of playing with a timer was warmly welcomed by the testers. The timer was set for 5 minutes which proved to be enough time to play and still enjoy the game.

## Spawning

One of the most mentioned things among the players was that the respawn mechanic was too long and made the game quite boring when the players would die. They suggested multiple solutions and we decided to fix this issue in the following way. Before, the players would fall off the roller coaster and be respawned at the next base of their team color. Now the players directly spawn in the center of the roller coaster 2-5 seconds after dying. They still lose their candy if they fall but this way they come back to the game sooner and can play more. The spawning mechanic got more flashy as well and now acts as an attack as players near the lightning strike get pushed back.



## Buttons to go back in the tutorial menu

We did not notice this problem until a few players mentioned it while playing. The tutorial menu only had a button to go to the next page but no button to go back in case the players wanted to check what it said again. This was not good since it meant that players who accidentally skipped the tutorial pages couldn't go back and undo their mistake. We added a second button so the players could choose between going to the next page or going to the previous page.

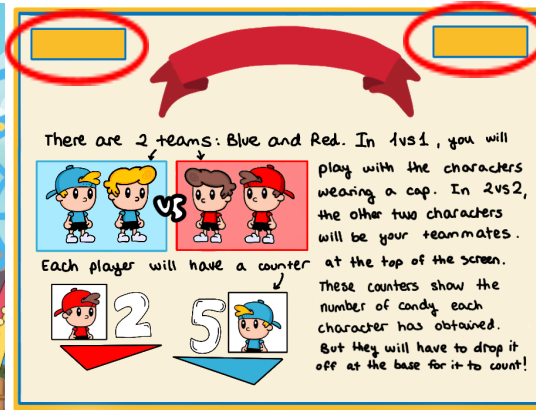
Another interesting aspect was the users' behavior towards the tutorial itself. We noticed that players very often skip the tutorial slides and decide to test out the game without the knowledge. They expect to learn the controls while they play or just assume that people that have previously played the game will explain the rules to them. This however led to some drawbacks for them, since we were not allowed to explain anything; resulting in forceful read-throughs of the tutorial.

In future releases, we plan to solve this problem by making the tutorial more light-weight or more interactive.

### BEFORE

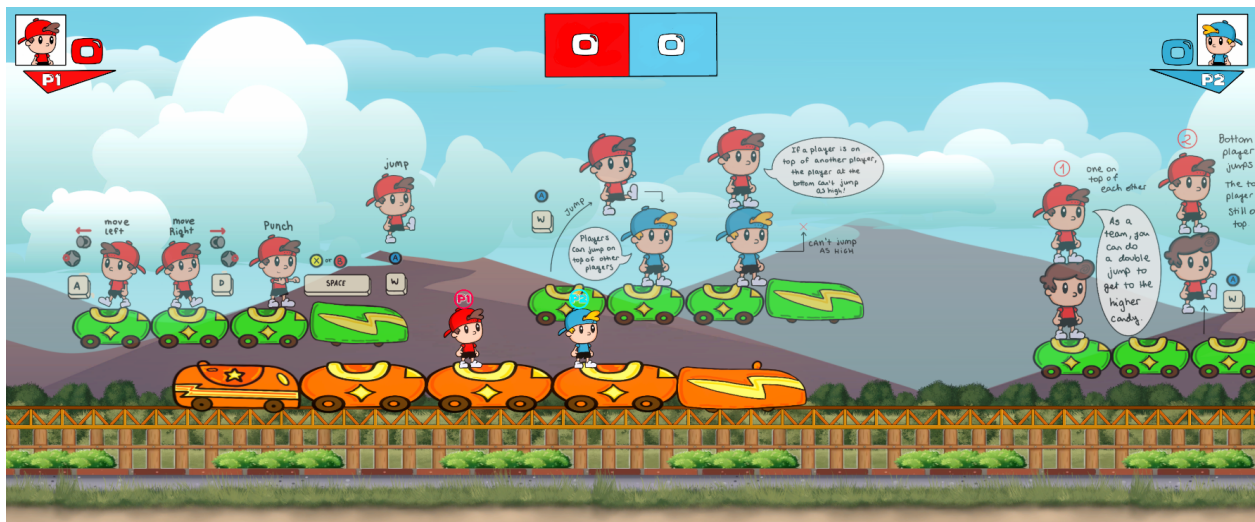


### AFTER



### Tutorial area at beginning of game

To make sure everyone understands the base mechanics and the aim of the game, we added a punishment-free zone at the beginning of the rounds. There, the players can duke it out from the beginning without worrying about falling off the roller coaster. Both sides of the rollercoaster are blocked by invisible walls, so that players don't fall off. It must be mentioned that the invisible walls will have some texture in near-future releases. There are instructions in the background moving from right to left, starting from basic controls to advanced team-play and punch mechanics. The tutorial area is for about 1 minute and the actual game starts on the base drop of the music. This is when candies start spawning, the track starts going up and down and bases start to spawn as well.





## Button descriptions for menus

Another very important problem was that the players did not know how to click on the buttons since the controls of the menus were not explained, only the controls of the gameplay. We decided to add some text to show to the players what buttons needed to be pressed.



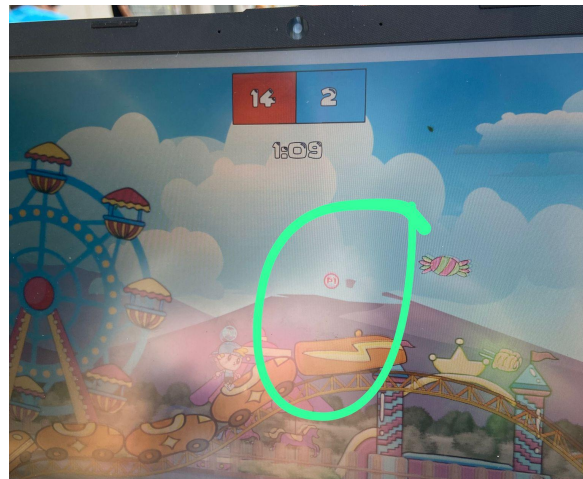
## Decrease time of knockback and consecutive punches

At the beginning of the playtesting, most of the players complained that when they were being punched they had no way to defend themselves. The knockback time was too long and it meant the opposite team was able to knock them out easily if they got into an unlucky cycle. We decided to decrease the stun-time so that the players wouldn't get knocked out as easily.

# Bugs

## Player disappears when spawned

We had some players discover this bug, where once the player was respawned in the base the sprite and animations wouldn't show making the character "invisible". The player component was still in the game but for some reason the sprites and animations didn't work. We were very surprised by this because we were unable to replicate this bug and would only see it when the players would play test.



## Work log

Week	Goal	Tasks	Assigned to	Hours expected	Actual hours
Week 11: 19.06 - 25.06	Playtest	Prepare playtest sessions	All	10	5
		Arrange sessions	All	20	15
Week 12: 26.06 - 02.07	Add improvements	Feedback from playtesting and improvements	All	10-15	30
	Milestone 4 documentation	Presentation	All	5	5
		Document	All	4	4