

# Firebreath Forest

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## Play testing

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## Pre-Testing Changes

### Excitement Minigame:

In terms of gameplay, the dragon chasing you was implemented as well a varying gold decay depending on the player's distance to the dragon.

In addition, background music as well as sound effects for the dragon and Ui were added.

### Anticipation Minigame:

Similar to the Excitement Minigame, background music and dragon sound effects were added. Furthermore, the values of the goldpiles were scaled according to the distance to the dragon to create a fitting risk reward balance.

### Main Scene:

Here, we added an introductory text as well as descriptions for both minigames before the players enter them. Next, we added sound effects for the roller coaster cart moving across the rails.

## Play testing Setup

The play testing was done virtually and on-site. Initially, we have created a Google sheet form including all the aspects that we want to target during the play testing phase. The general procedures were to give the game to the testers while observing how they figure out the game on their own, and just be

there in case if any bug or errors occurred. We made sure during the play testing sessions, that the tester at least go through each mini-game one. While the testers were playing the game, we were observing how long does it take them to understand the game and try to note down their behavior in the gameplay. When they are done playing, the testers are given the form to fill their opinion and suggestions on the game. After the survey is done, we discussed with the tester if there are any further comments they want to issue or comments to be added.

## Questionnaire Overview

### Questions focusing on the gameplay

What was your first impression of the game?

How did you like the game's art? (Environment, UI, etc.)

Did you feel confused at any point during your play through? If yes, share below

What was your final score?

### Questions focusing on the mini-games

Did you guess what emotion each minigame is supposed to represent?

How difficult was it to understand the game's objective and controls?

What emotion did you feel most strongly while playing the mini-game below?

How difficult would you consider it to achieve a high score in the Dragon Sprint mini-game?

How difficult would you consider it to achieve a high score in the Dragon Nest Hunt Mini-Game?

How difficult was it to predict the dragon's behavior in the Dragon Nest Hunt Mini-Game?

Was the speed of the mine cart reasonable in the Dragon Sprint Mini-Game?

After which minigame, did you have the desire to play again in order to improve your score?

## Questions for suggestions and fixes

Did you encounter any bugs?

If yes, please describe what and where you encountered the bug.

What do you think that can be added to improve the gameplay?

## General Questions

How old are you?

What is your gender?

What is your profession/study?

Would you call yourself a gamer?

# Feedback Overview

## Questions focusing on the gameplay

1. What was your first impression of the game?

For this question, we received 50% each for very good and excellent.

2. How did you like the game's art? (Environment, UI, etc.)

For this question, we received 25% neutral response and 37.5% each for very good and excellent.

3. Did you feel confused at any point during your play through? If yes, share below

In discussion with our tester, we were told that several minor details led to confusion, such as not using the same button for different text prompt, unfit camera positions as well poor visibility in the Dragon Hunt Minigame.

A little, when first enter the game it was confused to get the introduction

was confused in the beginning scene, started the game looking backwards then turned around and found everything, and i couldn't press on the buttons in the car please add a pointer or make the pointer be the computer's cursor.

Yes, the instructions at the beginning was not clear. One main thing was there was no clear difference between pressing the space bar and the enter button from the description

Yes, I couldn't see the dragon and didn't know whether or not it could see me

at some moments it was unexpected when the dragon woke up

No

Yes, but I didn't read the instructions careful enough

The prompt of 'Press E to read the introduction' does not appear as soon as the black dot is aligned with the button. It took me some time to get the prompt to appear, and it kept blinking after it appeared. I pressed E many times to get the 'introduction' to appear. The sleeping dragon is hiding in the shadow, at

4. What was your final score?

The final scores of our testers ranged from 31 to 2910.

31

250

2182

1976

2910

1732

964

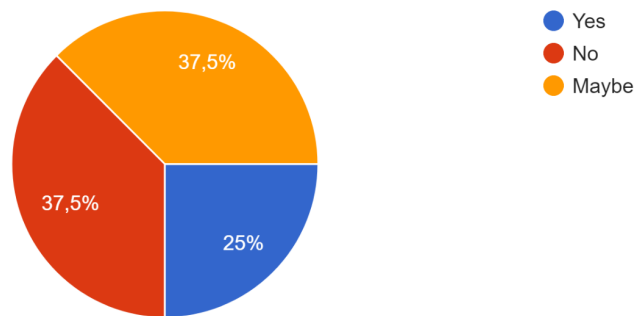
## Questions focusing on the mini-games

1. Did you guess what emotion each minigame is supposed to represent?

25% were able to imagine what emotion was represented, while 37,5% gave negative and 37,5% gave unsure as a response.

Did you guess what emotion each minigame is supposed to represent?

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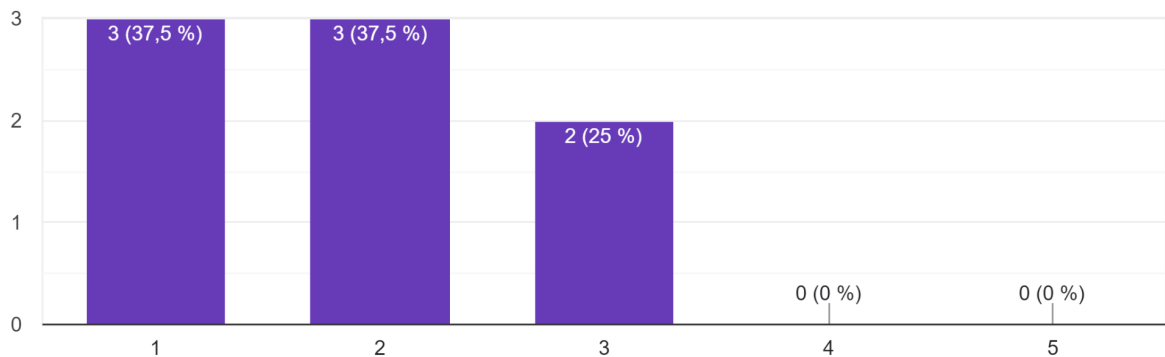


2. How difficult was it to understand the game's objective and controls?

25% gave a neutral response, 37,5% responded with easy and 37,5% responded with very easy.

How difficult was it to understand the game's objective and controls?

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3. What emotion did you feel most strongly while playing the mini-game below?

When referring to the Dragon Sprint Minigame (Excitement), many testers felt emotions such as anxiety or pressure.

happiness

Stress and pressure

Anxiety

pressure

Under pressure

stress

anxious

Relax

When referring to the Dragon Hunt Minigame (Anticipation), several testers felt emotions such as caution or fear.

nervous

Cautiousness

Fear

cautious

Nervous

fear

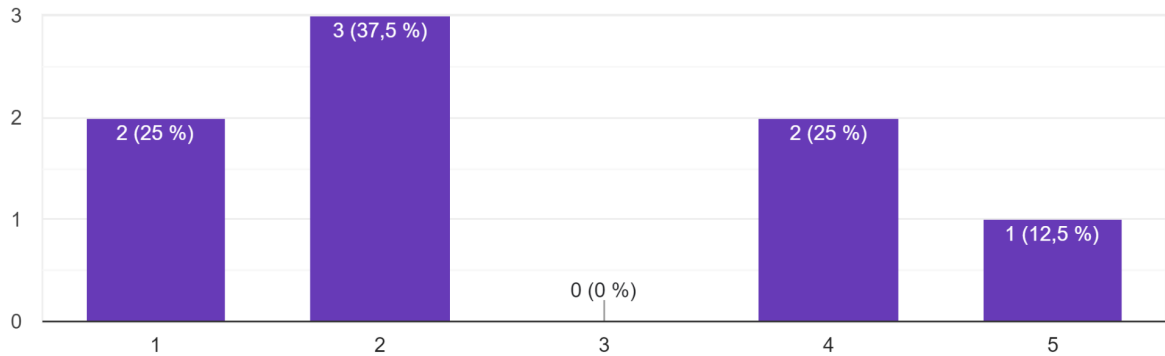
scared

Unknown

4. How difficult would you consider it to achieve a high score in the Dragon Sprint mini-game?

How difficult would you consider it to achieve a high score in the Dragon Sprint mini-game?

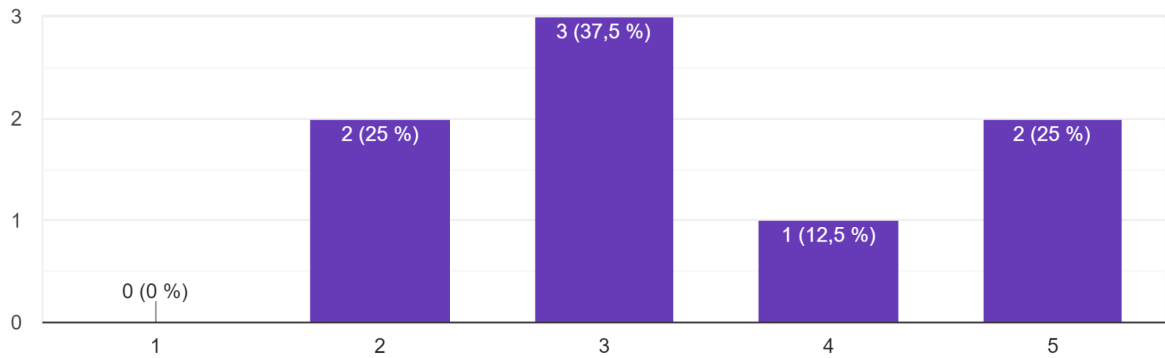
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5. How difficult would you consider it to achieve a high score in the Dragon Nest Hunt Mini-Game?

How difficult would you consider it to achieve a high score in the Dragon Nest Hunt Mini-Game?

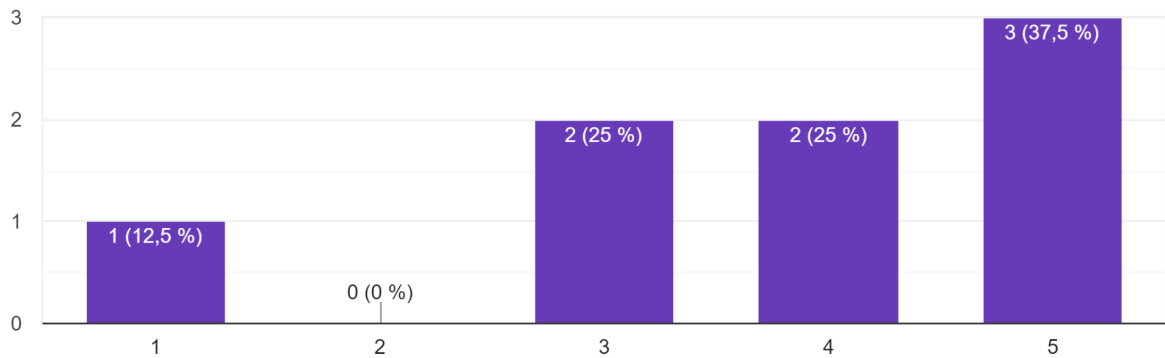
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6. How difficult was it to predict the dragon's behavior in the Dragon Nest Hunt Mini-Game?

How difficult was it to predict the dragon's behavior in the Dragon Nest Hunt Mini-Game?

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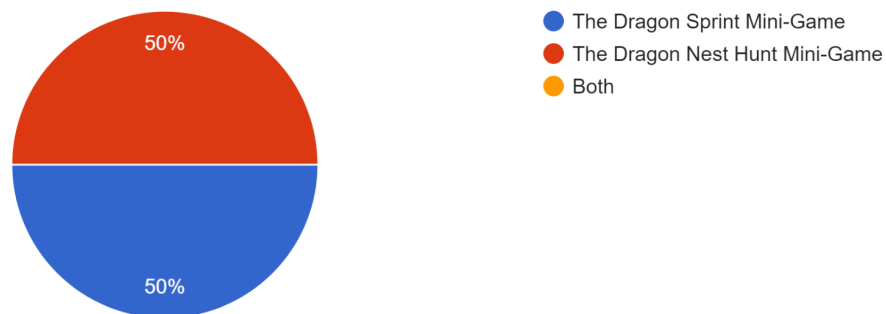
7. Was the speed of the mine cart reasonable in the Dragon Sprint Mini-Game?

All testers except one considered the speed in the Dragon Sprint Minigame to be reasonable.

8. After which minigame, did you have the desire to play again in order to improve your score?

After which minigame, did you have the desire to play again in order to improve your score?

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## Questions for suggestions and fixes

1. Did you encounter any bugs?



37,5% of testers encountered some sort of bug.

2. If yes, please describe what and where you encountered the bug.

As this question was not present from the beginning of the testing period, the only Bug described was that there was no Exit button, referring to a way to close the game or return to the main menu.

3. What do you think that can be added to improve the gameplay?

lower mouse sense in nest hunt;  
there is a jump functionality but no obvious reason to use it yet;  
a sound while collecting gold

Coins score is not in correct position

A menu to leave a minigame and get back to the rollercoaster

maybe add an Exit button

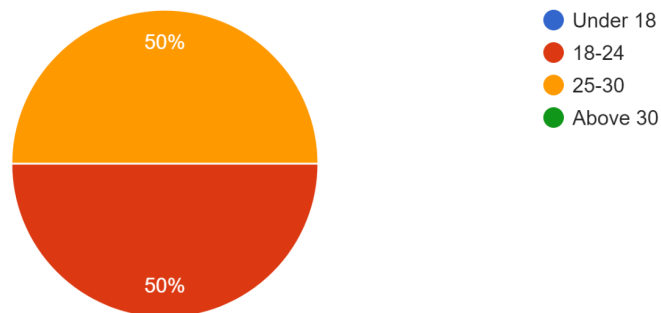
the view point was not good when entering the game to find the introduction

## General Questions

1. How old are you?

How old are you?

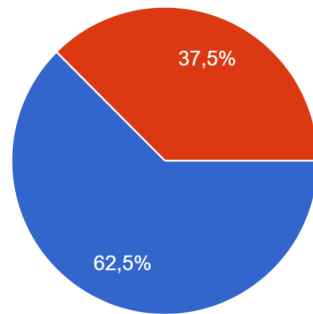
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2. What is your gender?

What is your gender?

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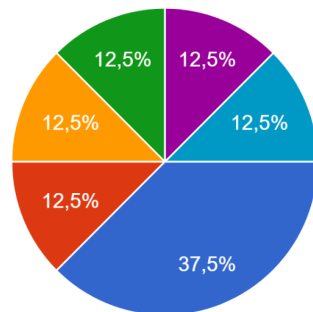


- Male
- Female
- Prefer not to say

3. What is your profession/study?

What is your profession/study?

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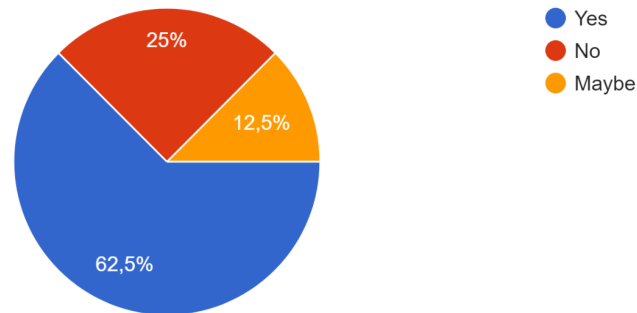


- Informatics
- Games Engineering
- Material Engineering
- Data Engineering and Analytics
- psychology
- Statistics

#### 4. Would you call yourself a gamer?

Would you call yourself a gamer?

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#### Observations from Playtesting:

While in general most tester were able to understand the basic functionalities and navigate the game accordingly, several things led to minor confusion:

- At the start of the game, the camera was facing the wrong way, leading to a few seconds of confusion of what to do
- As the cursor was still visible, it occurred that a tester mistook the cursor as the method of selecting minigames instead of the crosshair
- Different buttons were needed to either progress dialog, select a minigame description and enter a minigame, which felt unnecessary

In regards to the Sprint Minigame (Excitement), most testers were able to clear the minigame in their first try. With little indication of how well they did, most of the tester did not replay this minigame more than two times.

In regards to the Hunt Minigame(Anticipation), it often occurred that the player did not notice the dragon at the beginning of the game, which led to them venturing into the deeper parts of the forest and getting caught without realizing what they did wrong. After more attempts, the players realized the dragon as the main threat and had a playthrough close to what was intended.

What changes will be made in order to address some of the observed issues will be explained in the following section.

## Future Game Changes

### Expedition (Main Scene):

The planned changes in the main scene will primarily revolve around avoiding confusion and clarifying missing aspects from the version that was tested.

These adjustments include:

- Adjusting the cameras starting position
- Using the same button for all required actions
- Extending the minigame introductions

Furthermore, visual improvements such as post processing are planned.

In addition to these changes, we will add the ability to enter your final score into a global scoreboard and compare your score to other players after you have finished the game.

### Sprint Minigame (Excitement):

In order to improve the experience especially in regards to replayability, the adaptive difficulty will be adjusted to provide a more challenging experience to experienced players. To achieve this, the higher levels of difficulty will appear sooner as well as be more challenging. In Addition, the likelihood of failing the minigame will be increased.

Furthermore, a new UI Element is planned that will visualize the players position in regards to the remaining distance to the goal as well as their distance to the dragon.

Lastly the final score will be displayed with respect to the starting gold to give the player an idea of how well they performed.

To improve this minigame visually, post-processing will be introduced during the following milestone.

#### Hunt Minigame (Anticipation):

The Main aspect that requires improvement is the visibility of the dragon. To improve this, light sources will be added around the dragon to ensure visibility in the start of the minigame. Another way to ensure that the player has noticed the dragon is to introduce a cutscene showcasing the dragon's position in comparison to the starting position, yet we are unsure if this feature can be properly implemented within our remaining time frame.

Next, further improvements can be made on how the minigame's level is balanced. As the outer parts of the level are intended to be low risk low reward, the dragon's behavior will be adjusted such that the likelihood of getting spotted in that area is greatly reduced.

Additionally, more prominent cover objects will be added, with which the player can be certain that they avoid detection when hidden behind them.

Lastly, the values of different gold piles can be adjusted to further add variation to the risk reward balance found within the minigame.

In regards to visual improvements, post-processing will be introduced in the following milestone as well as the dragon spitting fire once it spots you.