Firebreath Forest

Playtesting

Created by Proximity

Johannes Madest
Mingyang Li
Bassant Elnaggar

Outline

Outline

- Pretesting Changes
- Play testing Setup
- Questionnaire Overview
- Feedback Overview
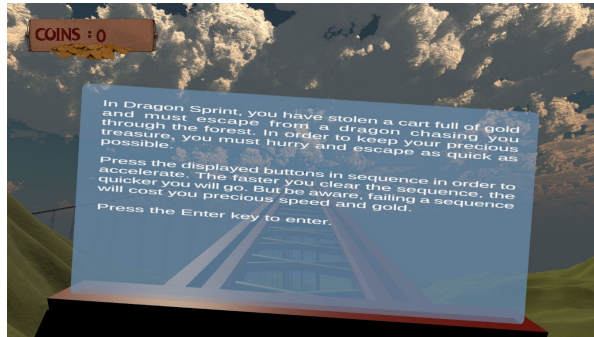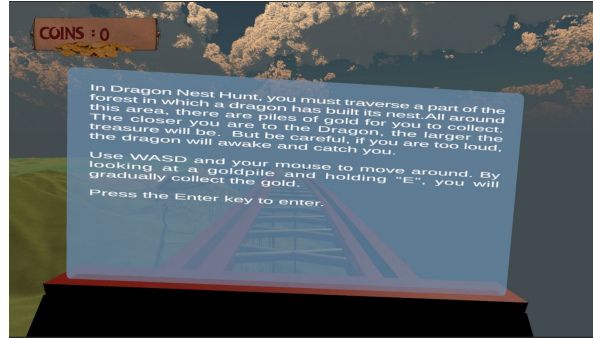- Future Plans

Pretesting changes

Pre-testing changes

- Dragon chase + gold decay implemented (Excitement Minigame)

- Introduction and Minigame Descriptions

- Background Music and Sound Effects

- Enhanced UIs

Pre-testing changes

COINS : 0

Welcome to Dragon Breath Forest, adventurer! Prepare yourself for an exhilarating journey as you take control of a thrilling rollercoaster ride through this mystical realm.

Inside your cart you can find two buttons. By looking at them and pressing the "E" key, an introduction to the corresponding mini-game will be displayed. Once you're ready, press the Enter key to enter the level and begin your adventure! Don't be afraid, you can try the mini-games as many times as you want

Remember, Dragon Breath Forest is teeming with surprises, and each mini-game presents its own unique challenges. Stay focused and have fun!

Press Space to start...

COINS : 0

In Dragon Nest Hunt, you must traverse a part of the forest in which a dragon has built its nest. All around this area, there are piles of gold for you to collect. The closer you are to the Dragon, the larger the treasure will be. But be careful, if you are too loud, the dragon will awake and catch you.

Use WASD and your mouse to move around. By looking at a goldpile and holding "E", you will gradually collect the gold.

Press the Enter key to enter.

COINS : 17

COINS : 0

In Dragon Sprint, you have stolen a cart full of gold and must escape from a dragon chasing you through the forest. In order to keep your precious treasure, you must hurry and escape as quick as possible.

Press the displayed buttons in sequence in order to accelerate. The faster you clear the sequence, the quicker you will go. But be aware, failing a sequence will cost you precious speed and gold.

Press the Enter key to enter.

COINS : 17

YOU GOT CAUGHT BY THE DRAGON!

GOLD SECURED : 17

YOU WIN!

GOLD COLLECTED: 72

Playtesting setup

Play testing Setup

- Play testing was conducted both virtually and on-site.

- The general procedure was observing how the testers figured the game out on their own and monitoring if any errors or bugged occurred.

- Filling up a Google form survey after the testing session is over.

- Discussions were held with the testers after the survey was done to address any further comments or additional feedback.

Questionnaire Overview

Questionnaire Overview

Questions focusing on the gameplay

- What was your first impression of the game?
- How did you like the game's art?
- Did you feel confused at any point during your play through?
- 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?
- How difficult would you consider it to achieve a high score in the mini-games?
- 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? 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

General Score

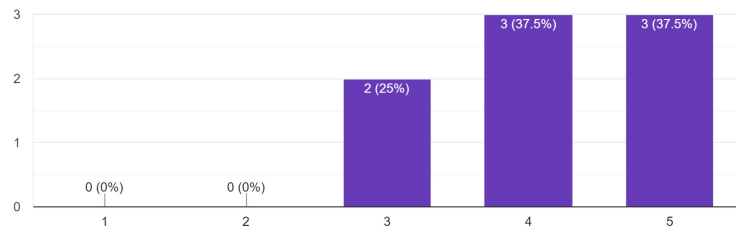What was your first impression of the game?
8 responses
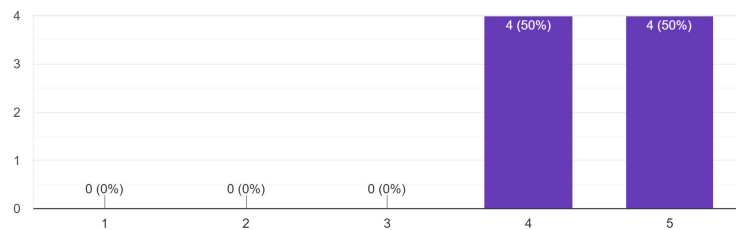
How difficult was it to understand the game's objective and controls?
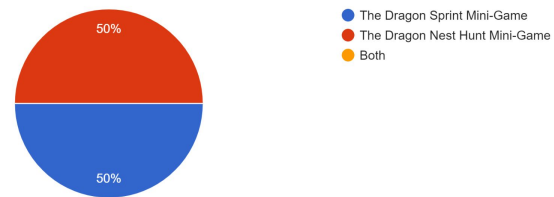8 responses
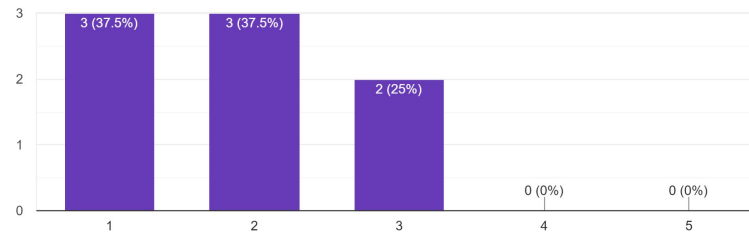
How did you like the game's art? (Environment, UI, etc.)
8 responses

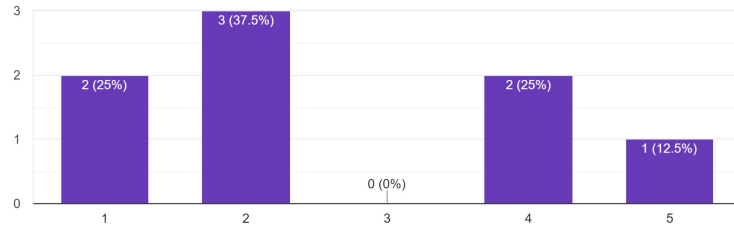After which minigame, did you have the desire to play again in order to improve your score?
8 responses

- The Dragon Sprint Mini-Game
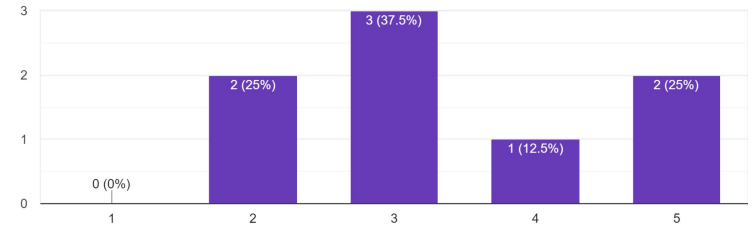- The Dragon Nest Hunt Mini-Game
- Both

Mini-game Difficulty

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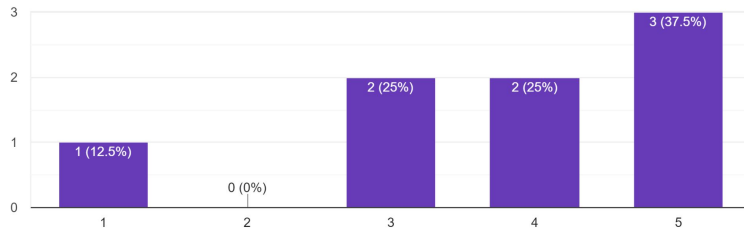8 responses

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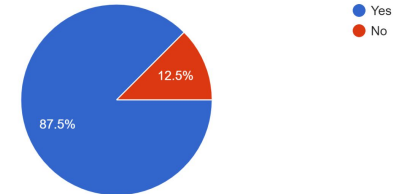8 responses

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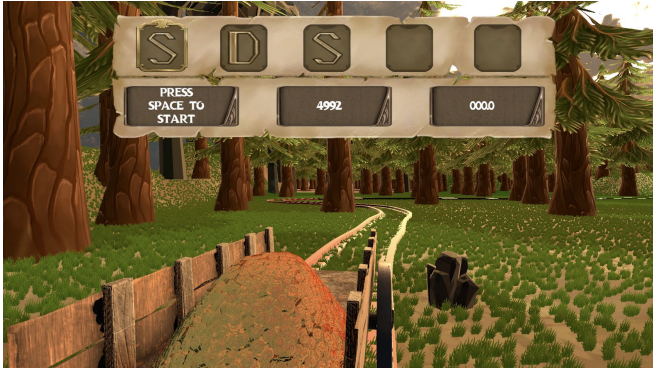8 responses

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

Emotion Aroused

- Happiness
- Stress ✖ 2
- Anxiety, anxious
- Pressure ✖ 3
- Relax

- Nervous ✖ 2
- Cautiousness ✖ 2
- Fear ✖ 2, scared
- Unknown

Playtesting Observations

- Several minor confusions in Main Scene
- Sprint Minigame (Excitement)
    - too easy for experienced players
    - Well suited for non-gamers
- Hunt Minigame (Anticipation)
    - Visibility of Dragon poor at beginning of the minigame
    - Unintended difficulties of understanding dragon behavior

Future Plans

Future Plans

- Main Scene
  - Extending Minigame descriptions
  - Minor changes to avoid confusion
- Sprint Minigame (Excitement):
  - Rebalance difficulty to challenge more experienced players
  - Add visual indicator for distance to goal and dragon
- Hunt Minigame (Anticipation):
  - Improve dragon visibility
  - Adjust conditions for being spotted
  - Add more prominent cover
- Post-processing for all scenes

Thank you!

Any questions?