

Playtesting

Anil Celik Maral

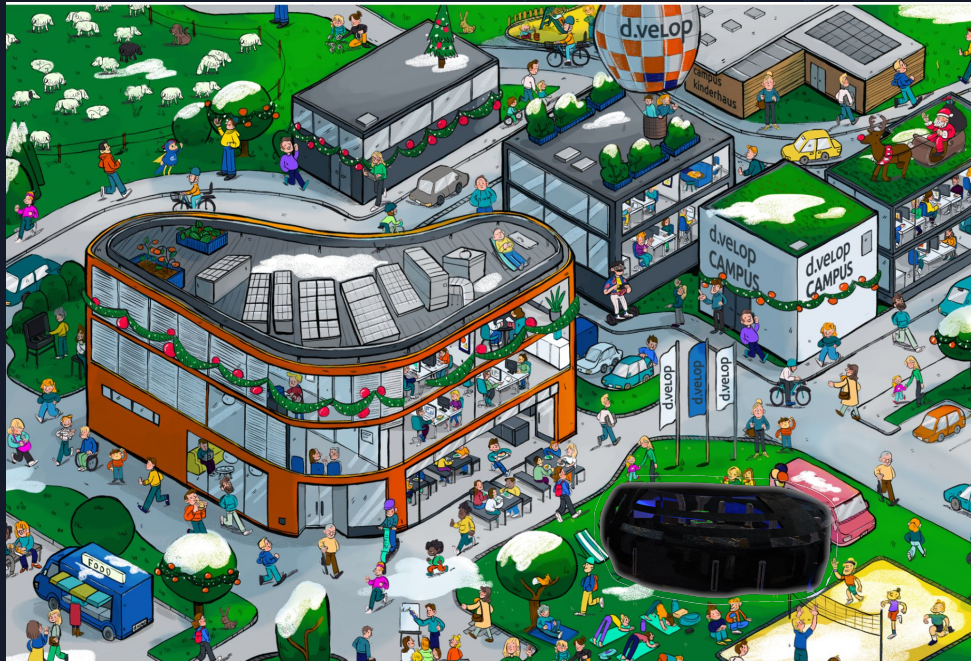
Erick Lorenzen Meneses

Matija Jajcinovic

Lorenzo Russo da Costa Auer



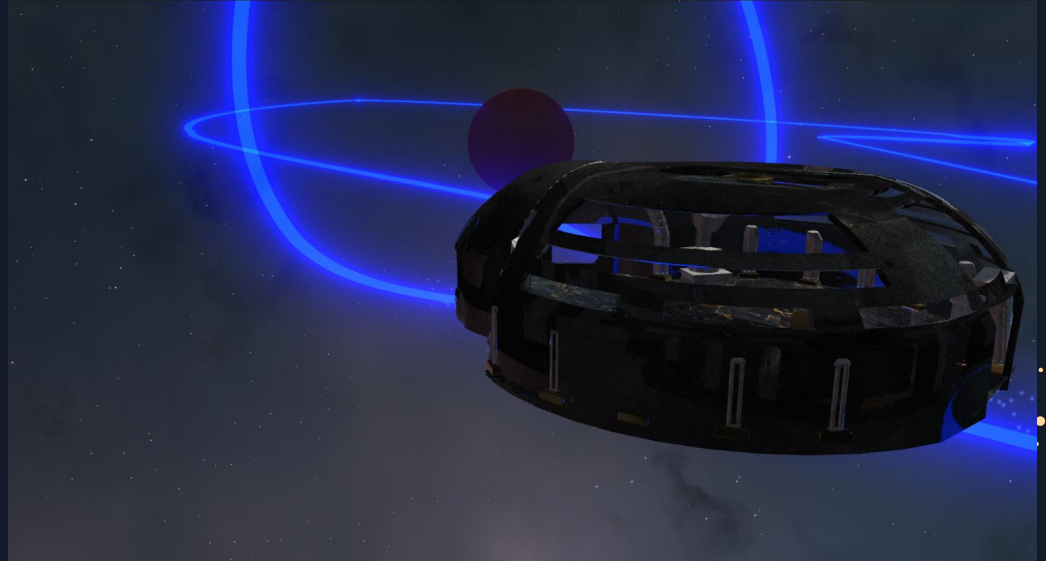
Where is the Rollercoaster?



<https://manuelabuske.de/portfolio/wimmelmelbild-illustrator>

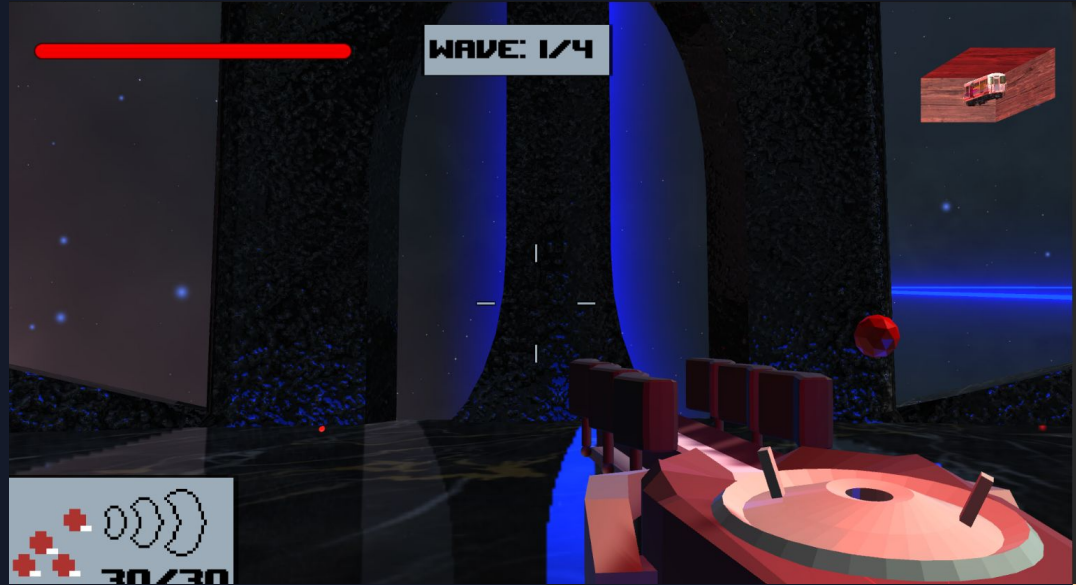
Where is the Roller Coaster?

- New, More Extreme Track
- Track is Now Visible
- Establishing Shot
- Landmark in the center



Other changes before the playtesting

- SEVERAL Bugfixes
- Enemies drop ammo boxes
- Visual Changes
- Combat Balancing



Other changes before the playtesting

- Performance increase (no Visual Depth Camera (causing stalling))
- Separation of Limbs



Playtesting Location



Conducting the Playtest

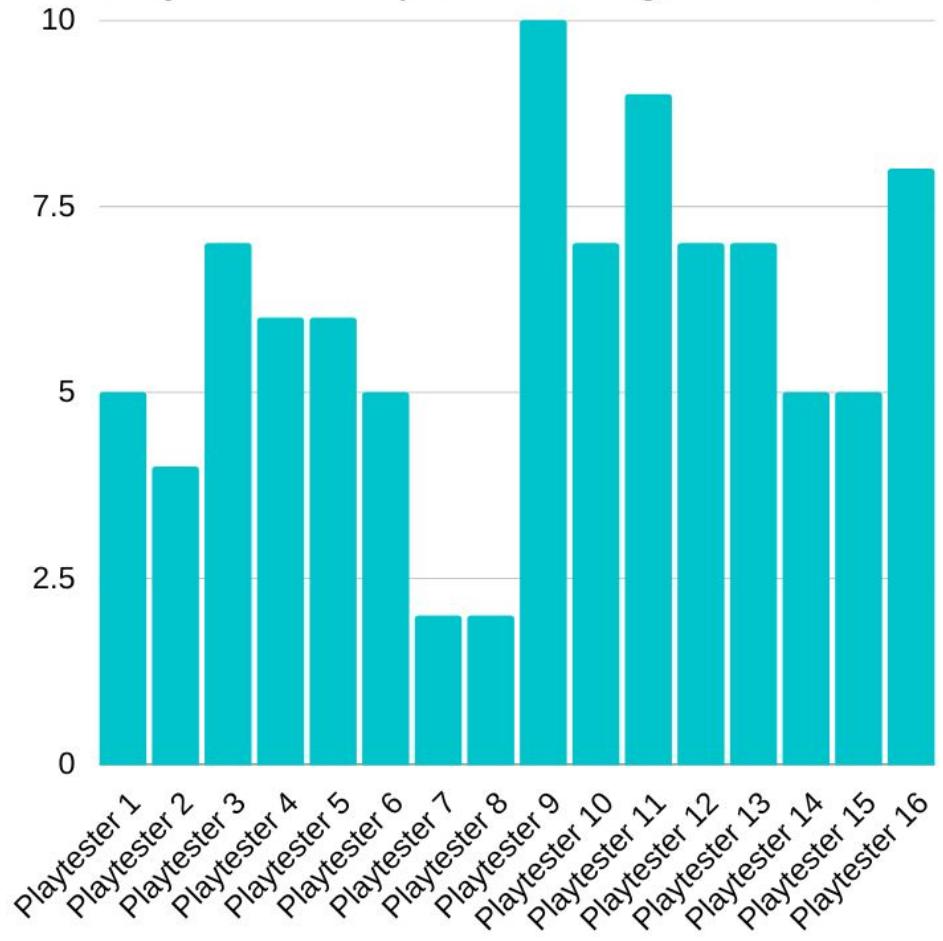
1. Isolated from the others
2. No info about the game
3. Tutorial then Playthrough
4. Unlimited tries
5. First impressions
6. Google form
7. Snacks ;)



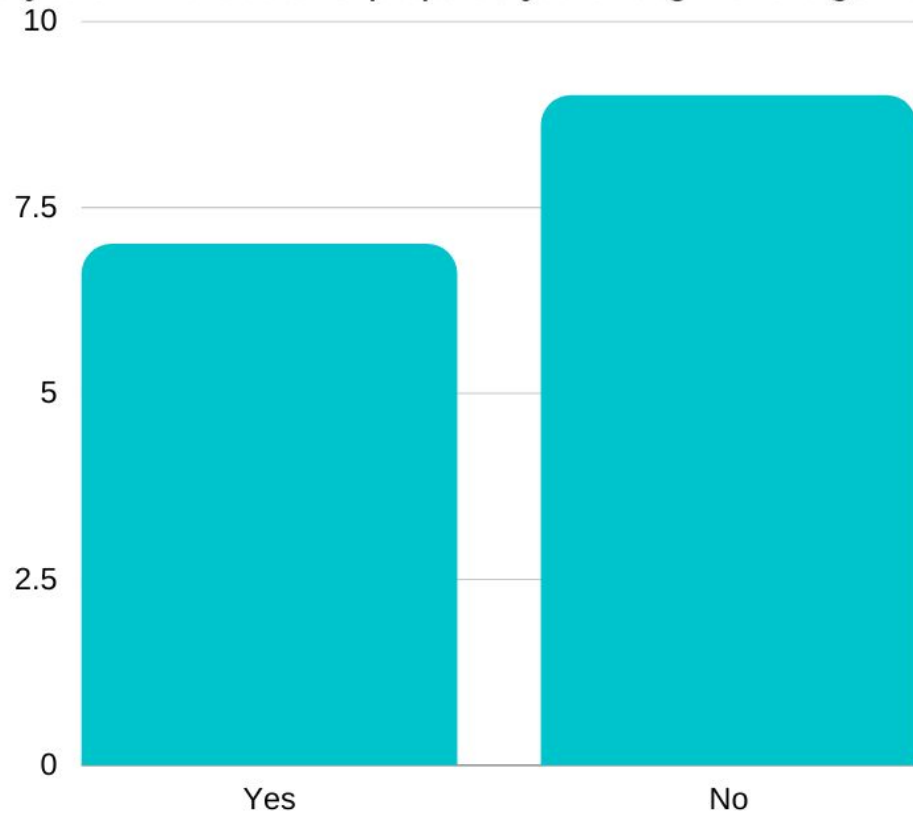
Bloopers



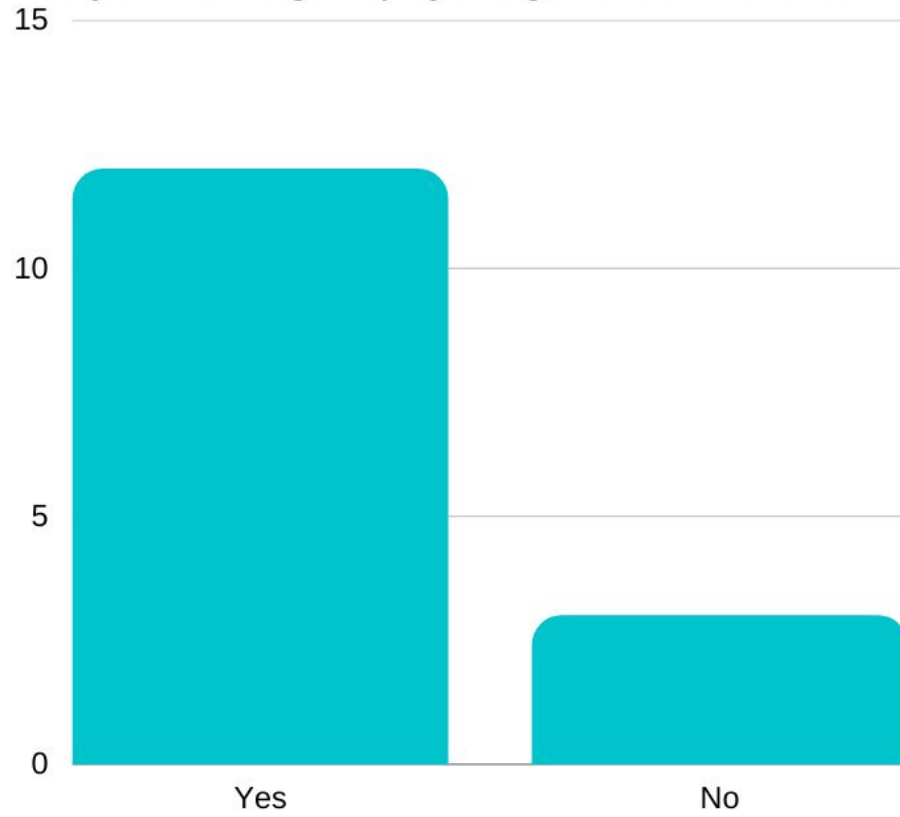
What's your overall impression of the game out of 10?



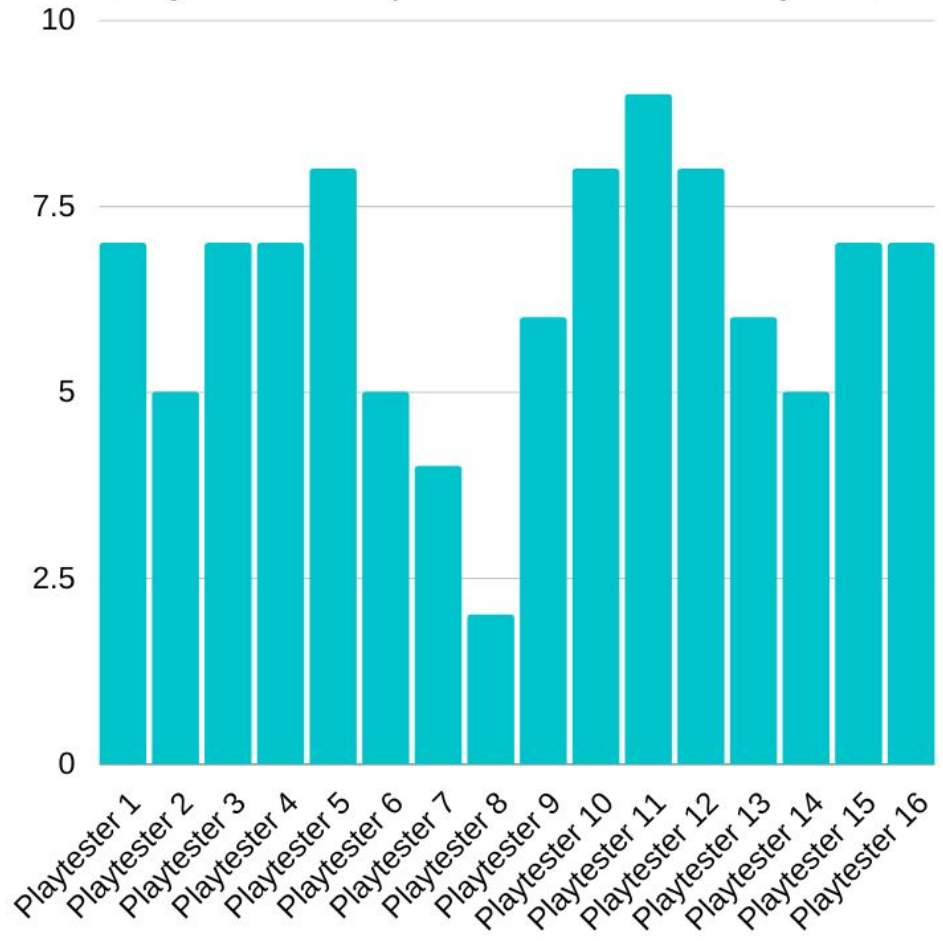
Do you think the tutorial prepared you enough for the game?



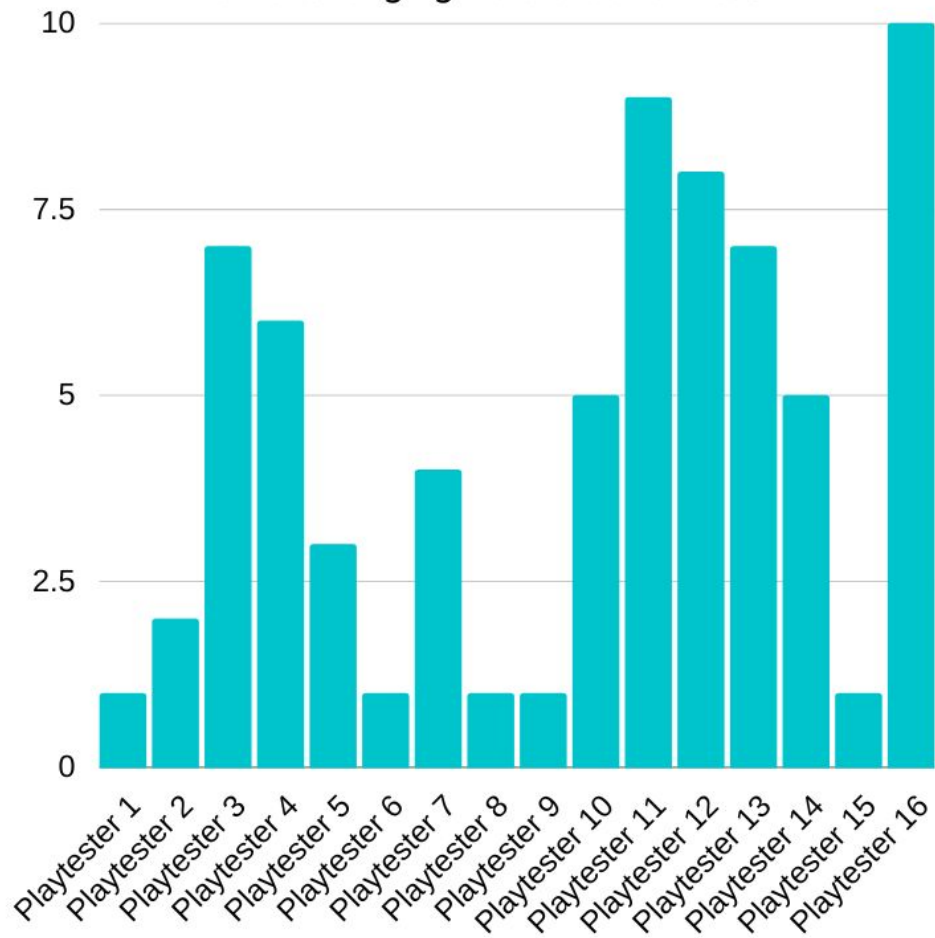
Do you find the gameplay and game itself intuitive?



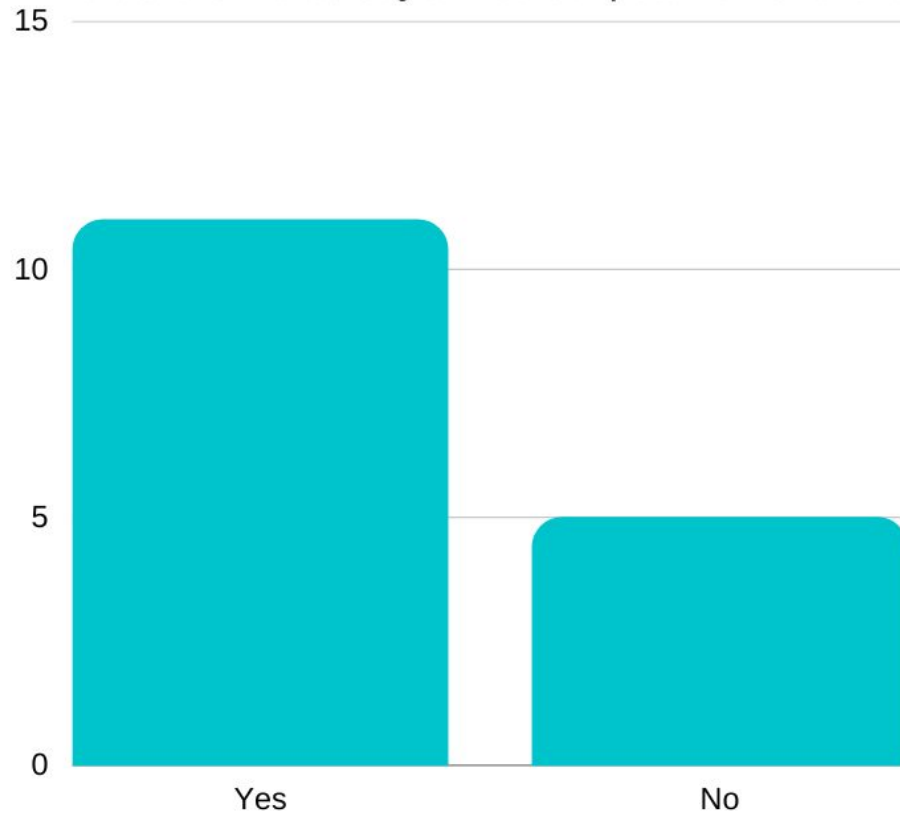
What's your overall impression of the combat system?



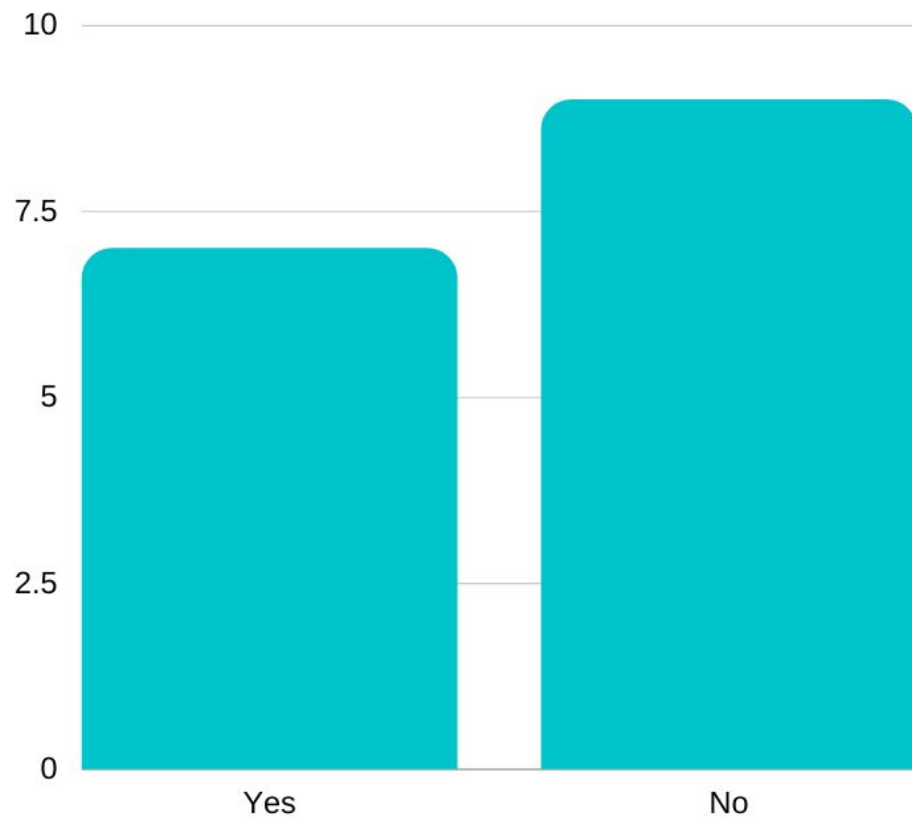
How challenging were the enemies?



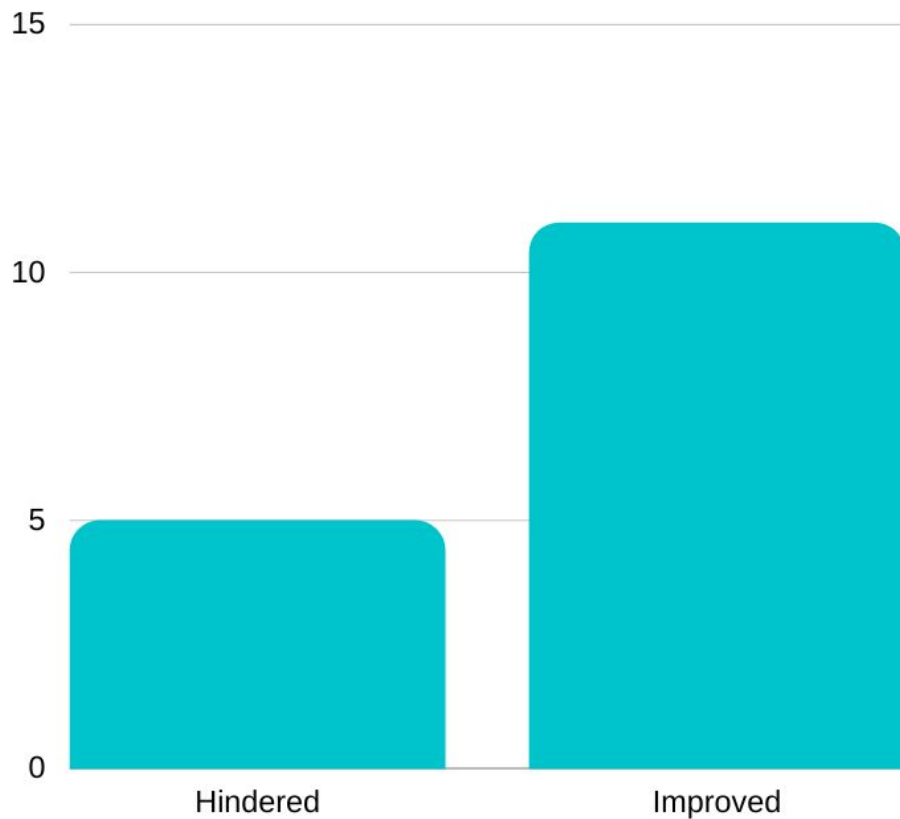
Do you think the arena moved as you would expect from a roller coaster?



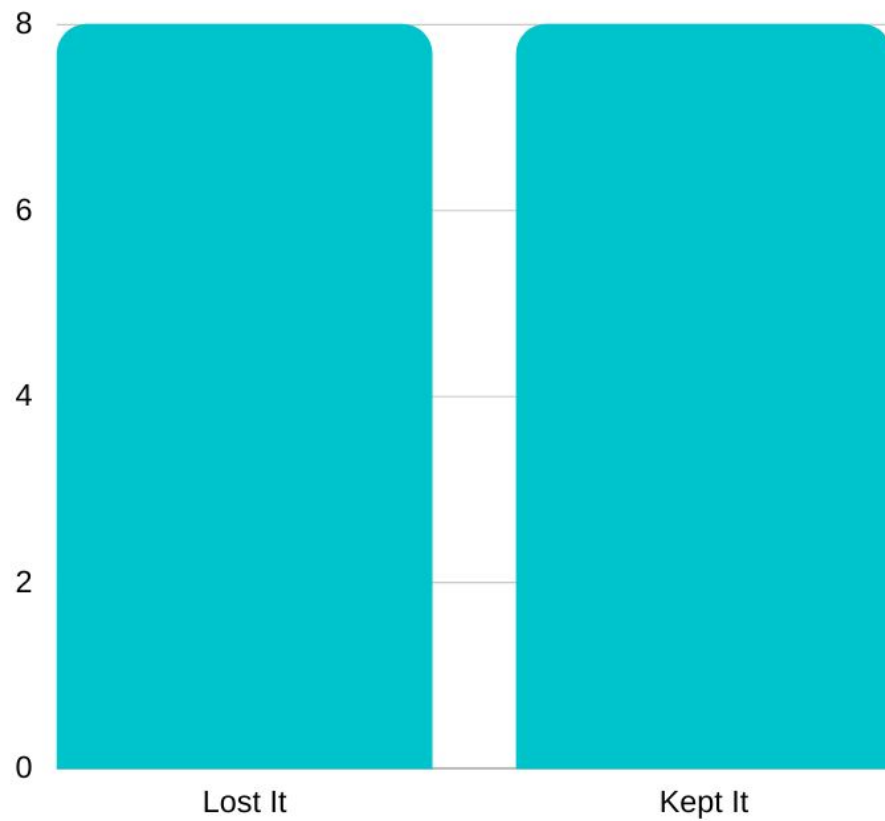
Did the incoming movement signs of the roller coaster (turns, drops etc.) help you prepare?



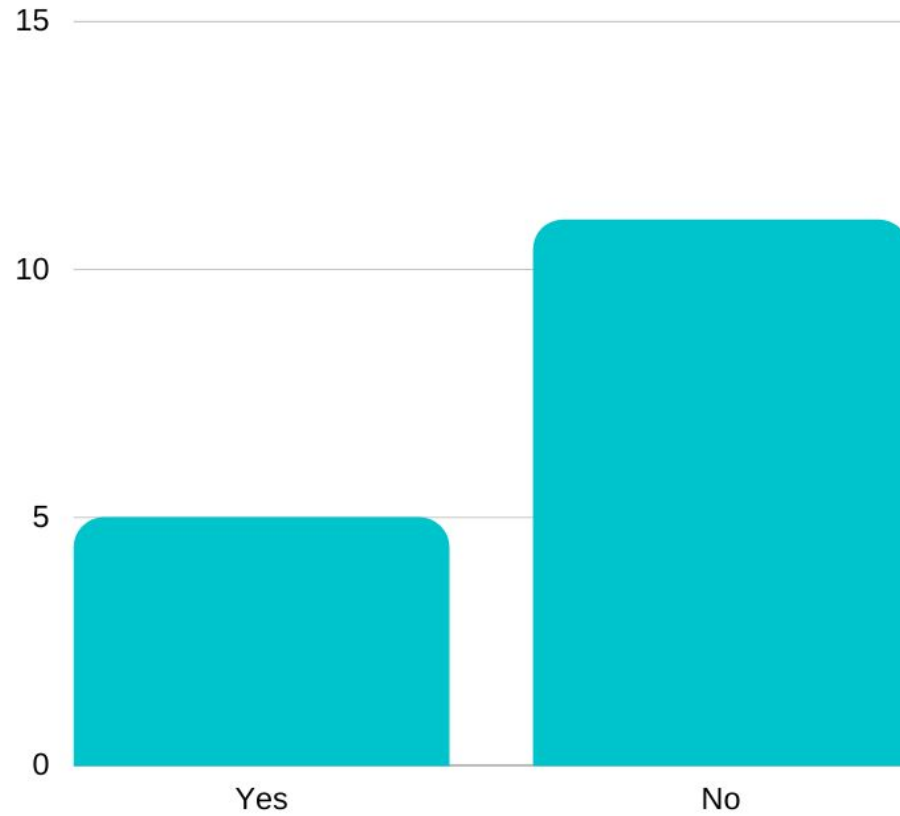
Did the the fact that arena constantly moved improved the overall experience or hinder it?



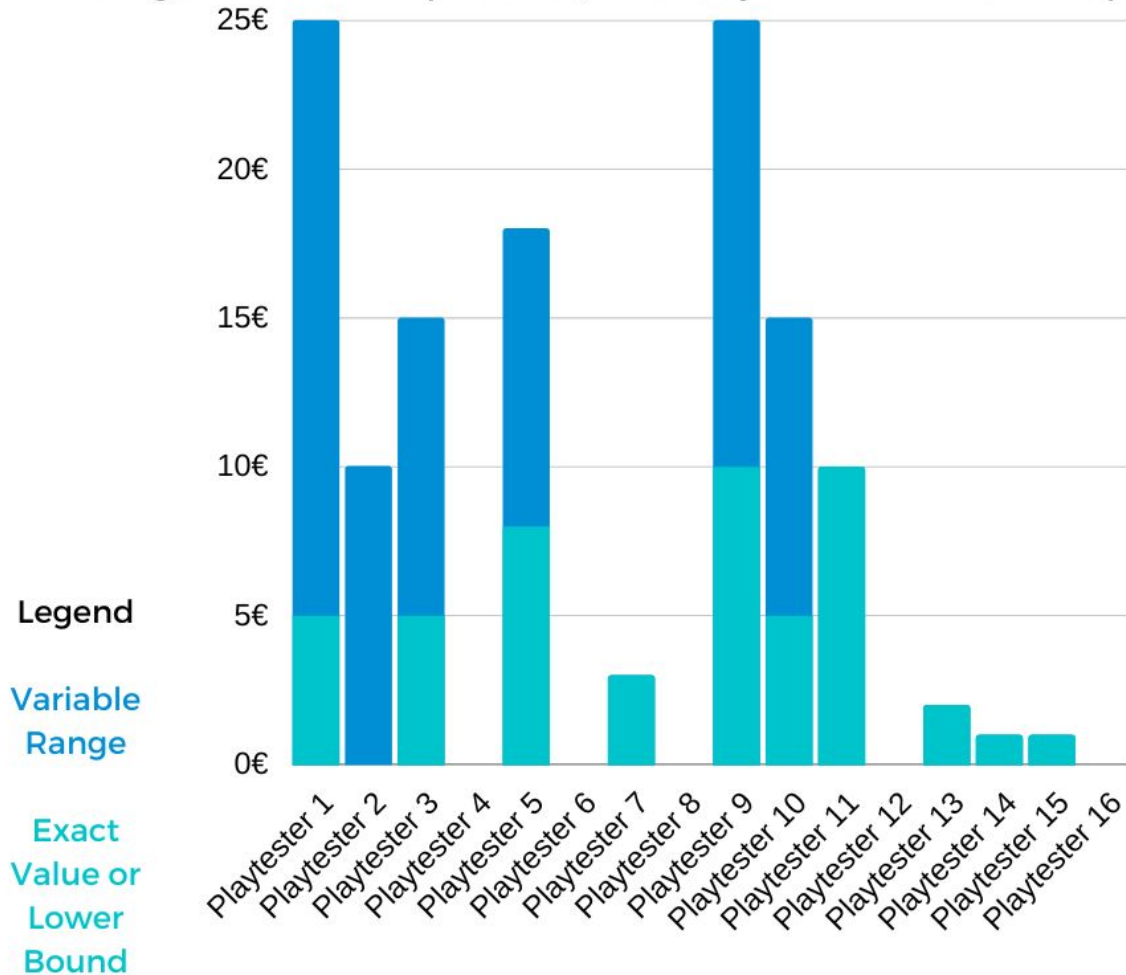
As the arena moved, did you lose your sense of orientation or were you able to keep it?



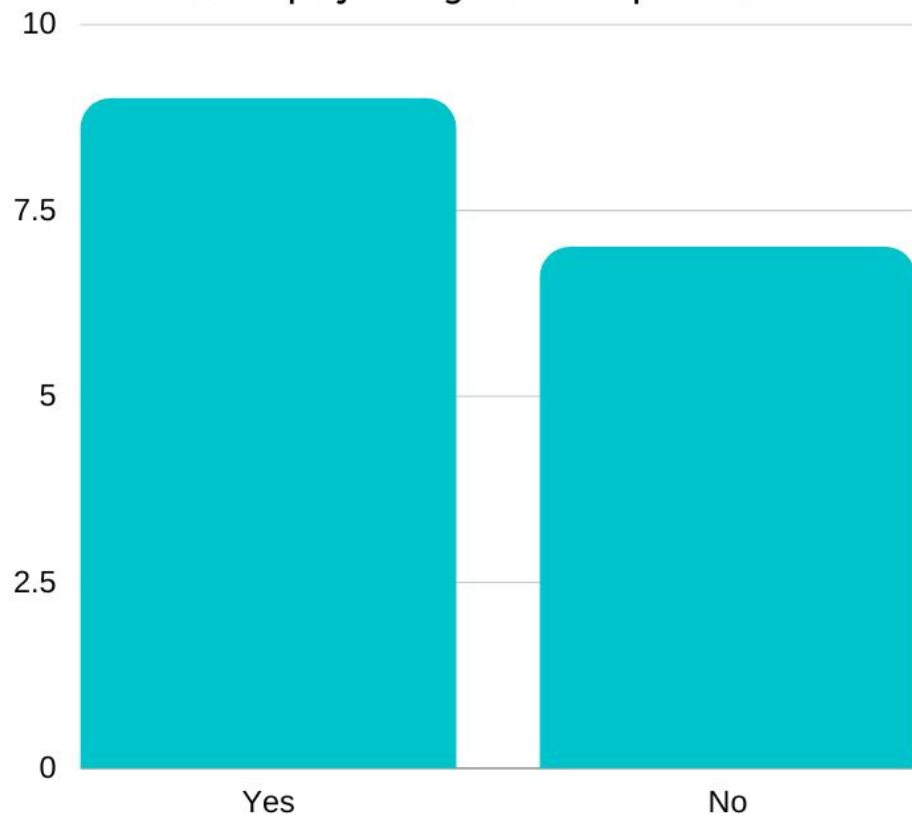
As the arena moved, did visuals such as seeing the track or the planet in the middle help you orientation wise?



If the game were to be published, what do you think should be its price tag?



Was the playtesting session in person?



What could be improved in the tutorial?

**Explain arena
movement**

**Explain the
player
movement and
the HUD**

**Make it more
accessible. Have
explanations
besides only writing
to help people with
dyslexia**

What could be improved in terms of combat (suggestions could be things that are regarding the player controls, the weapons, enemies etc.)?

**Mouse
sensitivity
options, enemy
HP bar, damage
UI**

**Use mouse
wheel to switch
weapons
instead of E**

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wheel to switch
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instead of E**

What could be improved in terms of the arena movement (suggestions could be things that are regarding the orientation, the overall roller coaster movement or visuals etc.)?

Glass arena

**A minimap with
the track(racing
style map)**

**The colours are
sometimes too dark
to truly understand
the direction of the
movement as they
blend in too much at
times**

What are the things you like about this game?

The idea is fun

**The cute
spiders**

**I like the
gravity gun, it
is a fun
concept.**

What are the things you dislike about this game?

**Incoming
movement
signs could be
more
significant**

**Lack of mouse
sensitivity
control**

**A lot of things I was
not prepared for by
the tutorial (the
arena movement
etc)**

What other suggestions do you have?

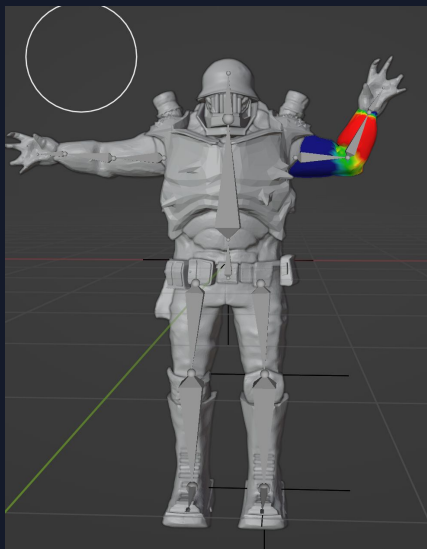
**Mobility options
(sprint, jump,
grappling hook) would
be more fun with more
enemies and more
AoE options + combos
and using the physics**

**Add sprint function,
more levels, one
level with infinite
waves + score,
more windows in
the arena**

**Minimap,
projectile
warnings, wave
count**

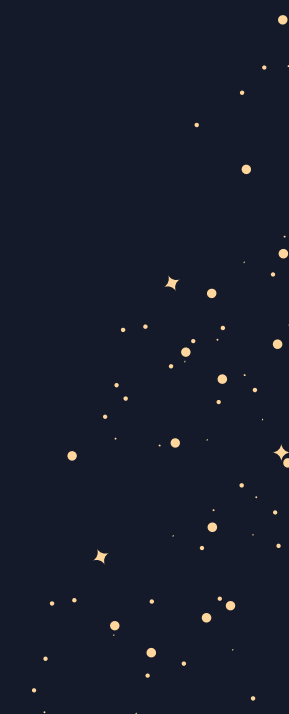
DEMO





Thank you for your attention!

GG



Citations and Sources

- Picture 1:
- Picture 2:
- Picture 3:
- Picture 4:
- Picture 5: Screenshot of development
- Picture 6: Screenshot of development
- Picture 7: <https://pixy.org/407431/>; altered (edited new content into the sign)
- Picture 8: <https://pixy.org/407431/>
- Picture 9: <https://www.voices.com/blog/how-video-game-sound-design-improves-accessibility/>