

Ar 'n' Dungeon

Playtesting

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1 Setup

The supervised testing took place in the GameLab near the Chair for Computer Aided Medical Procedures & Augmented Reality.

The test candidate came from our personal surroundings (so friends and families). Even though the advertisement where made public on Facebook. The test time arrangement was done through a team calendar.

A testing session included a short introduction, several minutes of multiplayer testing and time for answering the survey.

The survey contained general Questions about the game regarding the play-behavior of the tester, User Interface, Gameplay and Game mechanics. An approach to incorporate the Play Matrix failed partially due to the capabilities of Google Forms.

2 Results

Overall 18 testers took part with different weekly play behavior and genres.

The most significant genres where shooter and RPGs and the most used platform where Windows PCs.

Most of the tester categorized the game as a Hack 'n' Slay while having the chance to choose between Roguelike, Action-Adventure and Hack 'n' Slay.

2.1 Controls

All testers were provided with a Controller.

While the general controls for moving and attacking seemed to be quite easy to understand the skill which were located on the DPad confused some of the testers and sometimes where even forgotten. Also the binding which skill is in what direction on the DPad had to be actively learned by the tester.

2.2 User Interface

The amount of information displayed was sensed as enough but not too much. The chosen visualization on the other hand left some testers unsatisfied.

The additional comments we collected on this topic will help us to improve the visualization like 'which skill is active' or the existing cooldown timers. Further on did the testers remarked that it would be nice to have the key bindings of the skill directly near the skill.

A better highlighting of the players and enemies was also request by a few.

2.3 Gameplay

Even though the game felt too easy and the experience varied only a little the game was rated overall as fun. Which was the goal from the beginning.

The length of a stages was graded most of the time as 'just right'.

2.4 Level generation

We gave the tester the chance to tell which game element should appear more often and the result was that everything could be boosted up especial enemies. This also could be found in the question if island feel unique or just like every other. The islands seemed very similar.

The size off the island was sensed mostly fitting for the game only a few hadn't enough space.

2.5 Skills

The most popular skill used by the tester was the Shockwave Skill follow by the Health regeneration.

The Indivisibility was most of the time avoided since the character nearly vanished leaving the tester clueless where the character is. This lead a lot of times to the player falling of the island.

2.6 Additional

In additional comments the testers wished for:

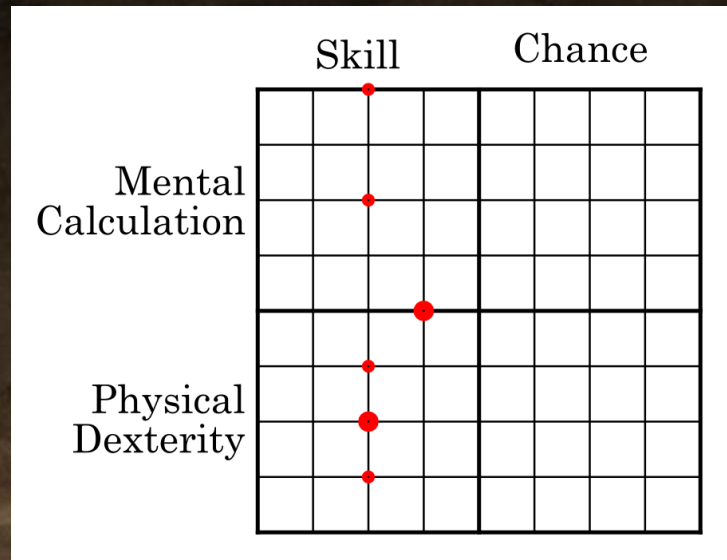
- More enemies
- Different Classes and Equipment
- The ability to jump
- A better highlight of the player character
- Faster combat like a faster main attack
- Instead of killing the player when falling off of an island only deal high damage to the player

2.7 Play Matrix

The play matrix couldn't be evaluated right because the give tools by our survey site limited us to radio buttons.

Only 8 of the 15 testers got the idea of the play matrix hence are this results not representative.

The filtered results, never the less, lead in a similar direction of what we think.



3 Future Changes

Planned changes included

- Broader bridges so that the players don't fall off the easy
- A better highlighting of the player character and active skills
- More and stronger enemies
- More interesting placement of traps
- Faster and more direct combat
- More effects/animations and hints regarding the player status
- Remapping of controller keys regarding the skills
- GUI polishing and extension also regarding the skills