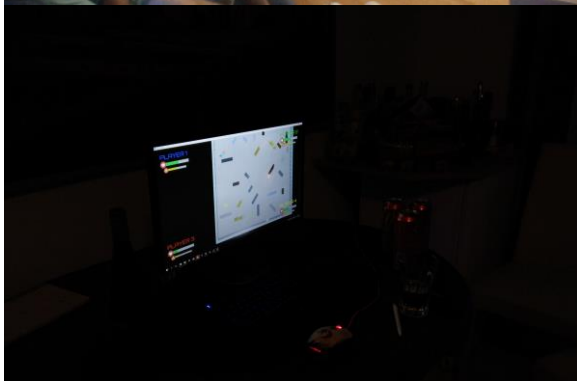# Playtesting Report

1. Playtesting session

Playtesting party

We planned a Playtesting Party by inviting several people to a Facebook event, where 10 guests attended. 3 of them were not that familiar with playing video games.
We provided pizza and drinks for the guests and the developers at **Force Dev**.

At first we welcomed the guests and thanked them for testing our game **Lumen Force**. We reminded them that we are not testing their skills and only the game. But the guests were eager to start playing, so we let them.
The first several games we observed the players and the game interactions while playing a Free for All mode of 4 players.
After a while, a tournament mode was played to test the competitive aspect of the One on One game mode and its balance.

After a winner was found, we started asking questions while providing the meals.
Finally, as the guests begged us developers to join a tournament, we played the final games with at first Free for All of 4 players and the last few games One on One with 2 players.
The developer team **Force Dev** claimed the victory.

Questions

We chose the Play Matrix to find out what the play testers were thinking about the game. As we didn't want to include the other games at first, we thought about two matrices and asking for their change of mind.
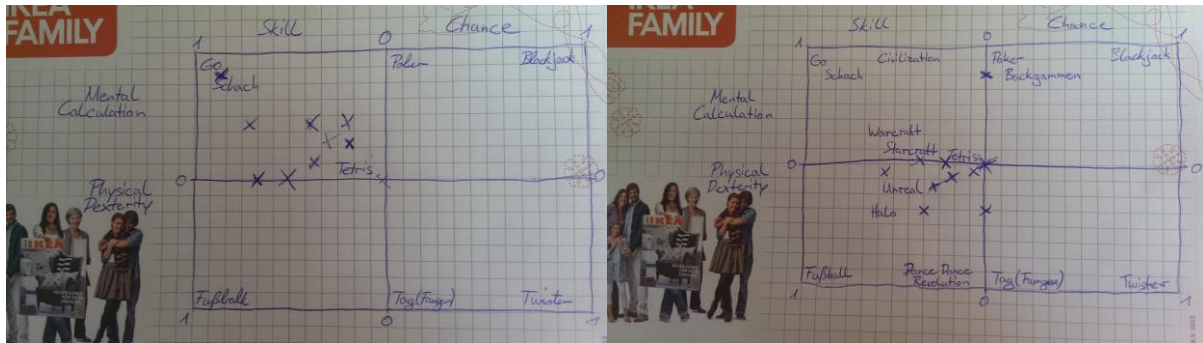
The play testers thought about the game to be more mentally challenging than needing physical dexterity at first. When we showed the other video games like Starcraft, Unreal and Halo, their decisions switched towards a more dexterity based game.

We noticed there, that we gamers probably like to evaluate our games as being more mind oriented than being a simple dexterity game. However, the play testers might have also been influenced by the shooting aspect of our game and the comparisons.

In general, we think that **Lumen Force** is a competitive game, needing physical dexterity but also the ability to predict enemy movement and reflection/refraction directions from the obstacles in the game, so a balance is needed. Therefore we predict our game to be around 80% of Unreal's dexterity factor and Skill (slightly right above Unreal, close to the mark on the right picture).

Additionally we asked our guests the Post-Game and Formal Elements Questions on the Playtesting slide. The answers are summarized following the question.

Post-Game Questions

- How did the controls feel? Did they make sense?
    - o Intuitive controls, easy to understand and learn
- Did anything feel clunky or awkward?
    - o Being stuck shortly on the corners of obstacles
- What was your first impression?
    - o Funny arcade game, but missing sounds.
- How did that impression change as you played?
    - o Fast to learn, strategy based, skill does help
- Was there anything you found frustrating?
    - o Stuck on corners and shooting oneself
- Did the game drag at any point?
    - o Not really, One on One slightly slower due to strategy
- What was missing from the game?
    - o Sound, more PowerUps
- If you could change just one thing, what would it be?
    - o Map size, different (positions of) PowerUps, new modes
- If you were to give this game as a gift, who would you give it to?
    - o Friends, family

Formal Elements

- Describe the objective of the game.
    - Survive, Last Man Standing, destroy others
- Was the objective clear at all times?
    - Yes
- What types of choices did you make during the game?
    - Using PowerUps, evade, use cover behind obstacles, don't overheat
- What was the most important decision you made?
    - Attack or hide?
- What was your strategy for winning?
    - Wait for others to kill themselves, take PowerUps, attack overheated enemies
- Did you find any loopholes in the system?
    - No / Push enemies into corner of obstacles
- How would you describe the conflict?
    - Intense
- What elements could be improved?
    - Sounds, random PowerUp positions and duration, less overheat

Summary

We got valuable feedback and ideas from the play testers.
The game **Lumen Force** is understood to be a competitive strategy based tactical shooter.
Sustained fire was a preferred tactic in the first few rounds, reflections, refractions, and different energy levels and their colors weren't understood.
Players wanted to have a supported tournament mode.
At the 8th round of the game, reflections and refractions on the obstacles were understood and the game was seen as a tactical shooter at the 10th round.
Total internal reflections is seen as a feature and called by the play testers as "mine/bomb has been planted".
Cooldown mechanism and damage increase is used by the more frequently winning person, leading to the understanding of this strategy for the other play testers.

2. Changes
- Vibration
- Cooldown
- Tweaks & balancing
- Overheat bars' color changes with increasing weapon heat

Planned changes
- Varying map sizes
- Additional tournament mode
- Sounds (background 8/16-bit music, hit sound effects)
- PowerUp to decrease player size (able to walk through close obstacles, harder to hit)

3. Suggestions

- Different game modes