

Playtesting

Flee Fi Fo From

Team Meeple People

Anastasia Pomelova

Eugene Ghanizadeh Khoub

Mert Ülker

Shyam Rangarajan



Recap

- Digital board game
- Game of chaos and order based on queuing strategy
- Key goals from alpha release:
 - networking sync
 - complete priority implementation
 - add animations
- **Today: Playtesting**



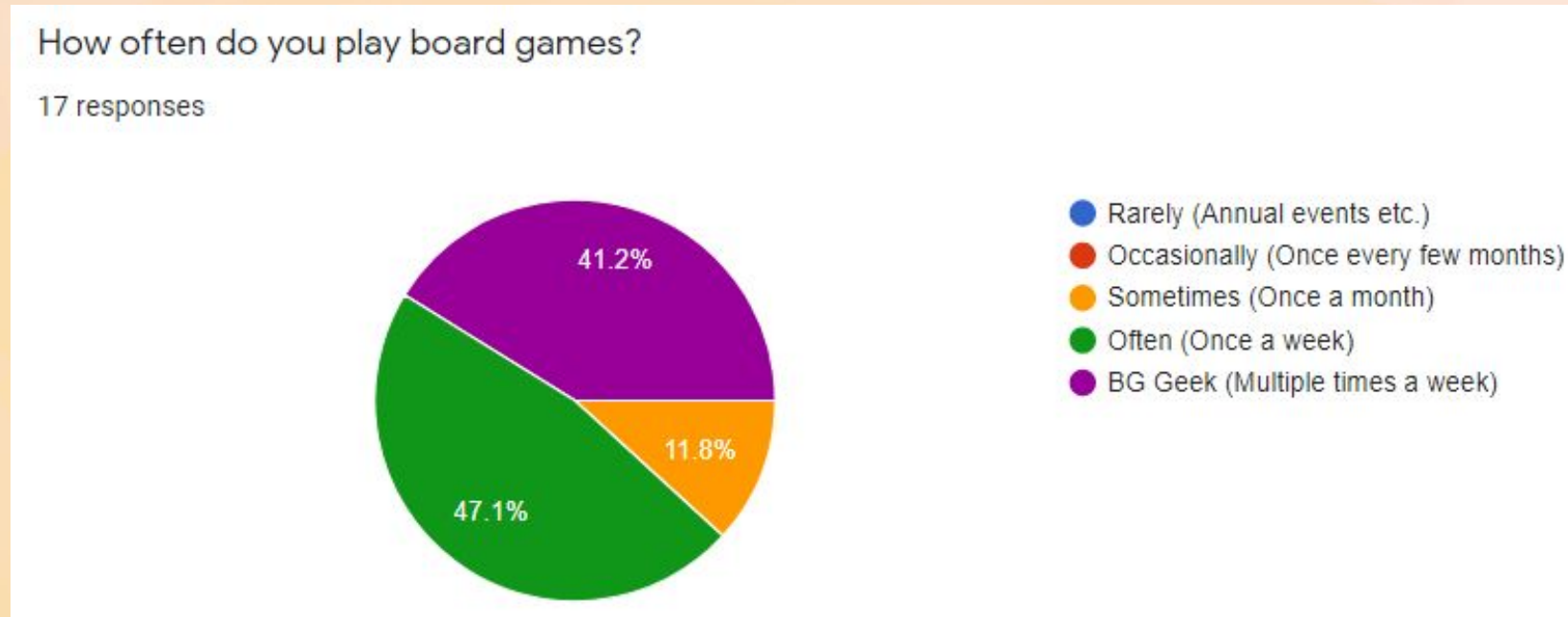
Playtesting Scope

- Not included:
 - Networking branch
 - Objectives/Inner Castle
- Included:
 - Complete priority system
 - Visual changes
 - In-game help messages



Playtesting Method

- Method:
 - Screen share with voice chat and screen control
 - Brief rules intro
 - Brief in game questions
 - Post game survey
 - Post game discussion
- Testing Groups:
 - Friends
 - Tabletop games playtest servers (Discord)



Play Matrix

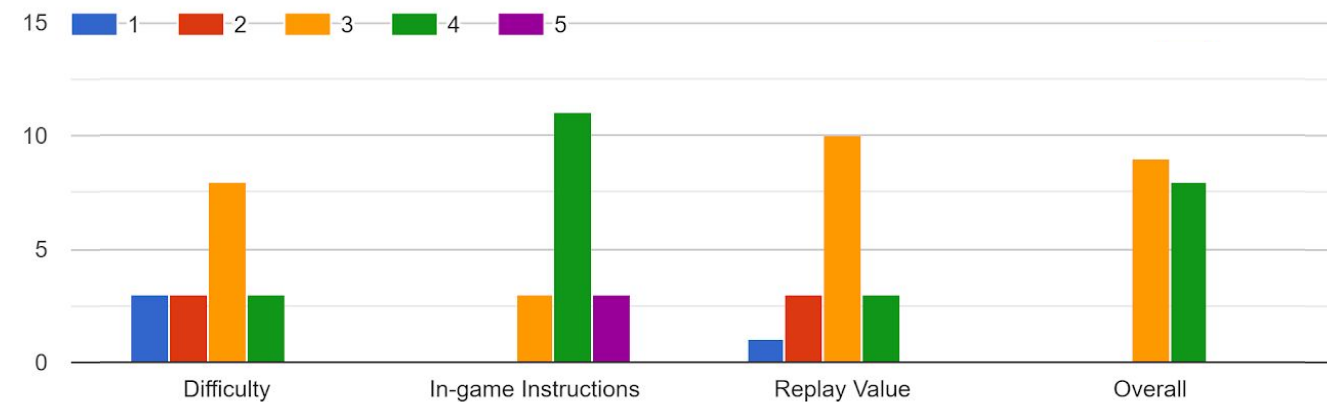
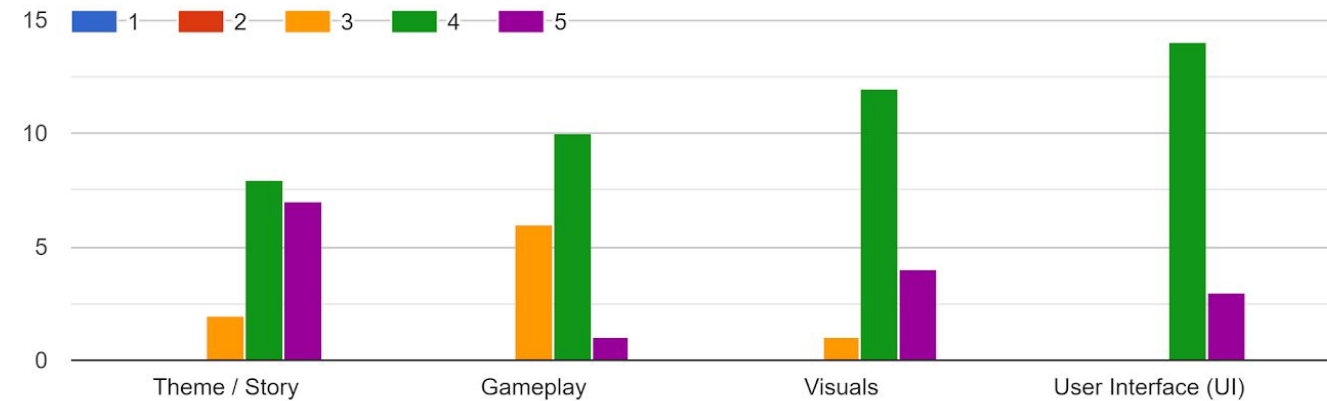
- Current State:
 - Majority of opinions in expected quadrant
 - More chance weighted evaluation than expected
 - High on mental calculation (further feedback on this later)
- Desired State:
 - Way to manipulate the villager draw?
 - Not enough reward for calculation
 - Not enough outskill opportunities



Quantitative Feedback - Preliminary Observations

- Positives:
 - Theme well received
 - Gameplay trended well, unique aspects noticed
 - Visuals and UI generally well received
 - No issues with in-game instructions
- Negatives:
 - Not enough replay value was noted
 - Overall trended at slightly above average, influenced by replay value

On a scale of 1 (Terrible) to 5 (Terrific), how would you rate the following aspects of the game?



Quantitative Feedback - Audience Fit

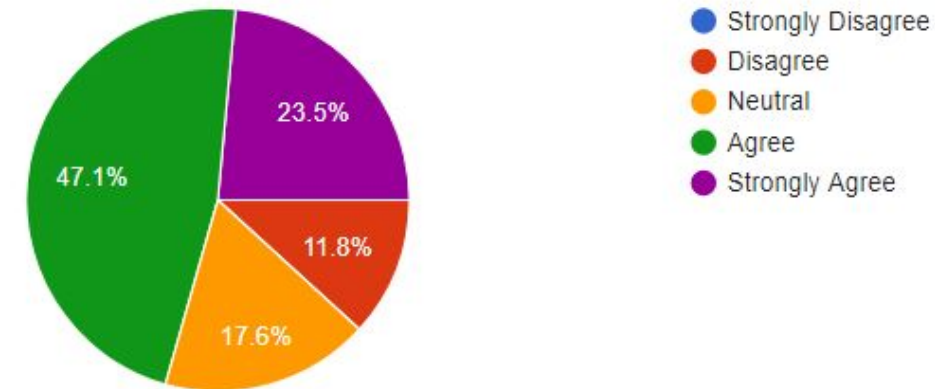
- Target Audience:
 - Slightly mixed bag
 - Majority agreed that they should be the target audience
- Difficulty (previous slide):
 - Trended on the average to lower side
 - Several testers felt game was too easy, not enough strategic options/complexity
- Game Length:
 - Key insight, game length on the short side (-30 mins, goal would allow 60-75 mins)

"The math is not difficult, but it doesn't feel worth it"

Playtester

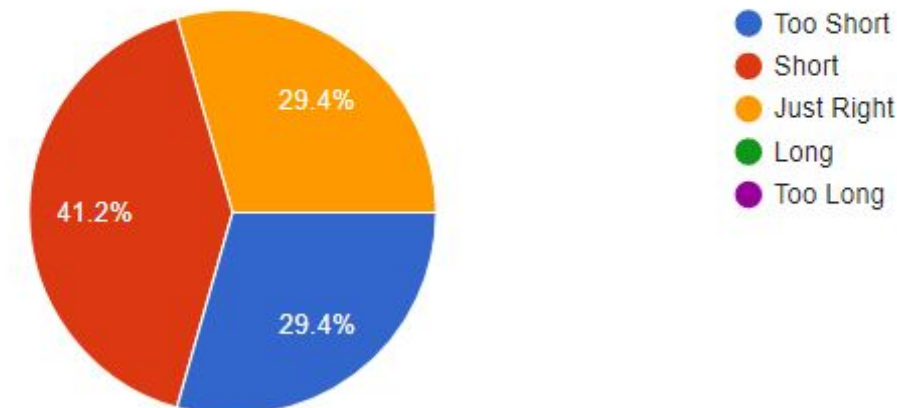
Would you consider yourself the target audience for this game?

17 responses



How did you find the game length?

17 responses

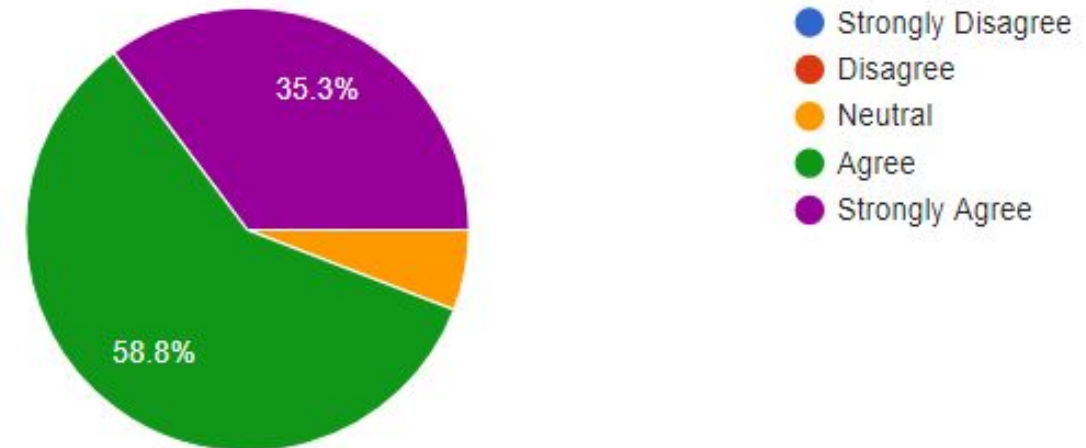


Qualitative Feedback - Theme

- Positives:
 - Most playtesters loved the theme
 - Priority system well received (unique mechanic and theme)
 - Thematic resonance with aspects like immigration, refugees, (and even vaccine priority)
- Suggestions:
 - Missed opportunities

Does this game reflect the theme Chaos and Order?

17 responses

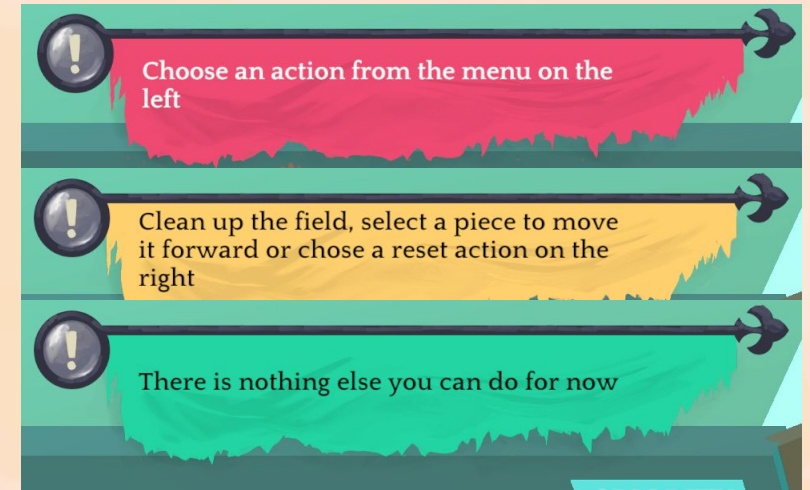


*"I see some British humour here ...why are medieval people lining up in an orderly way in the middle of a
*** storm..and being awfully polite about it"*

Playtester

Qualitative Feedback - UI and Visuals

- Positives:
 - UI was responsive and easy to understand
 - Undo functionality was very helpful
 - Visuals gave the feel of a board game
 - Felt more accessible than board game
 - Info messages on top were easy to understand, good reminder
- Suggestions:
 - Paradox: Super competitive players didn't want a score tracker to be visible in game, suggested a toggle function
 - Worker buttons not always easy to see, could be enlarged and 'pop' more
 - Highlight clicked tile until next move



"This is a heck of a lot more useful than a rule book"

Playtester

Honor	Saved	Total
0	0	0
0	0	0
0	0	0
0	0	0

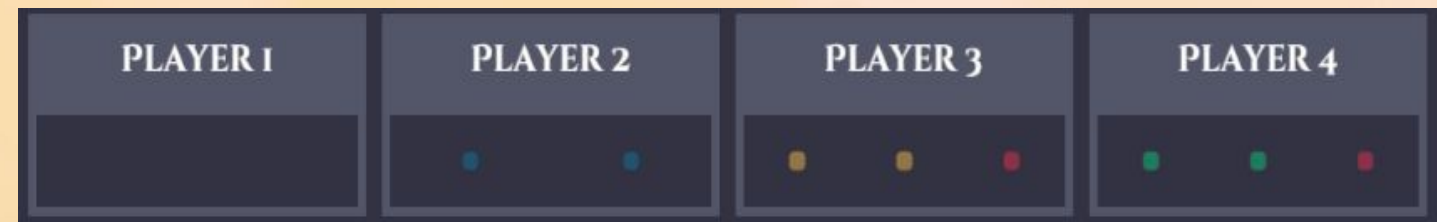
PLAYER 1

"Seeing the scores makes it too easy to know when you're winning. I like being forced to gauge the scores"

Playtester

Qualitative Feedback - Gameplay

- Positives:
 - Priority mechanic was intriguing
 - Double-sided end condition appreciated
 - Action and Reset turn mechanic for downtime reduction noted
- Negatives:
 - Negative play with poach, players felt targeted (kingmaking opportunities)
 - Couldn't see the value of saving knights
 - Too penalizing, not enough honor
 - Not enough strategic options
 - Not enough replay value



"I think all the fundamental pieces are there to make this game really good, but it needs a bit more variety and oomph to it before I would play it again."

Changes and Next Steps

- Course Scope:
 - Resync networking - Ready to retest
 - Some visual refinements (e.g. button sizes, colours)
 - Remove poach functionality
 - Perhaps some honor edits to action mat
 - Conscious trade off of complete priority system for the objectives and inner castle
 - Proxy points for knights instead of inner castle
 - **Focus on a polished version for final presentation**
- Future Scope:
 - Need to implement objectives for full strategic depth
 - Complete inner castle
 - Look ahead decision effects

Questions?