

Project: Equilibrium - Playtesting

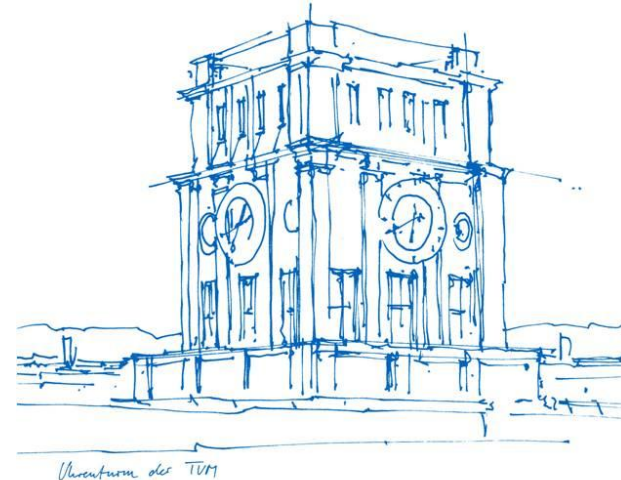
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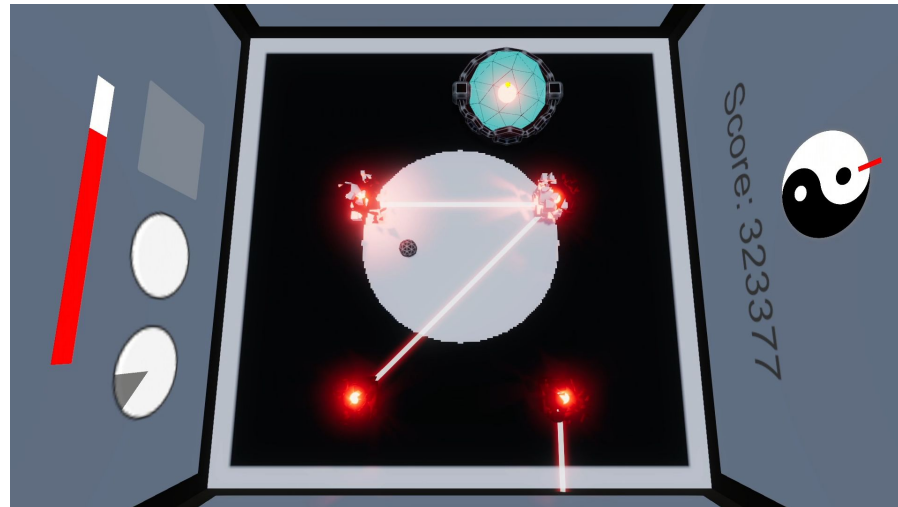
Chair of Computer Graphics and Visualization

Garching, 28 June 2021



Overview

- Top-down bullet hell with constantly changing world states



Goals

- Balancing
- Usability
- Gameplay Design
- Graphic Design



Process

- One-on-one sessions
- Approach from *Game Design Workshop* [Tracy Fullerton, 2014]
- Adjusted for remote playtesting

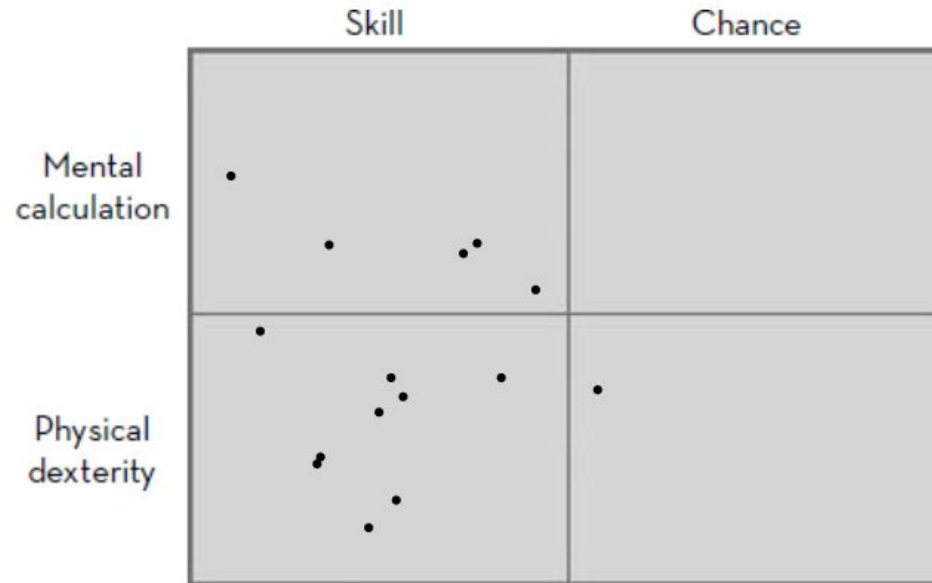
- Intro
- Warm-up Discussion
- Play Session
- Discussion of Game Experience
- Wrap-up

Playtesters

- Warm-up discussion
→ demographic categorization
- 15 playtesters overall
- Non-gamers: 3
- Gamers: 12



Play Matrix Results



Balancing

- Average difficulty good
- Difficulty curve not good
- Second boss too easy
- State balancing not good



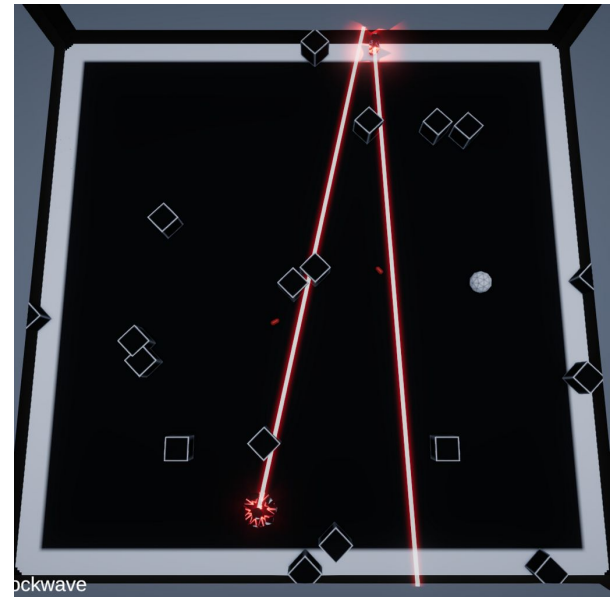
Usability

- Too much unnecessary text
- Too little explanation for abilities & pick-ups



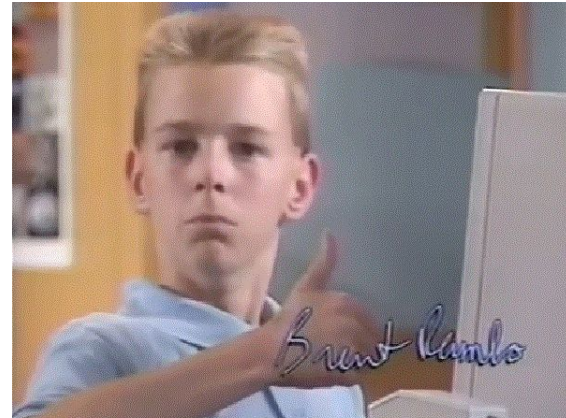
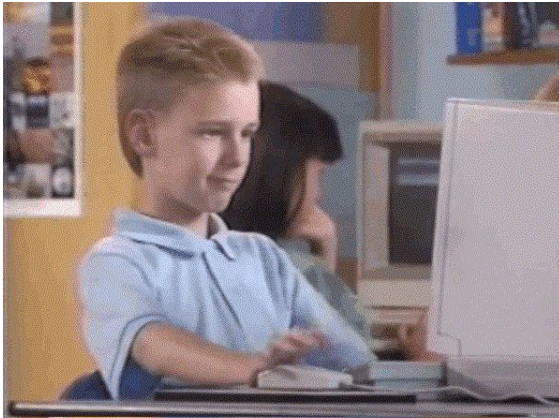
Graphic Design

- World layout good
- Diegetic UI understandable
- Border of world confusing
- Demography seems to influence preferences



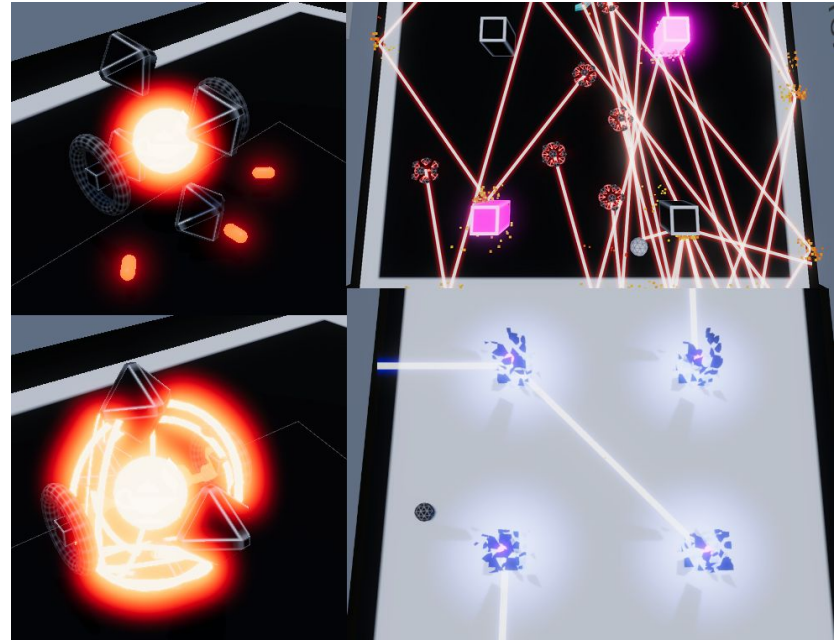
Gameplay Design

- Positive feedback all around
- State perception supports design idea



Planned Changes

- Second boss & laser rework
- Wave rework
- Tutorial rework
- Smaller changes



Current State

- Laser rework
- Transition maps
- Visual changes
- “Fixed” shader bug





Thank you for listening!

Any question?