



Playtesting:

Beyond our Sight

Team Two*2

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The Playtesters

- Friends and fellow students from various backgrounds
- Pairs of two players per test
- Prerequisites:
 - Windows computer
 - Stable internet connection
 - Microphone
 - Steam account
- Playtester statistics:
 - 13 playtesters in total
 - Age between 18 and 30
 - All with some video game experience
 - Partners knew each other before

Preparations

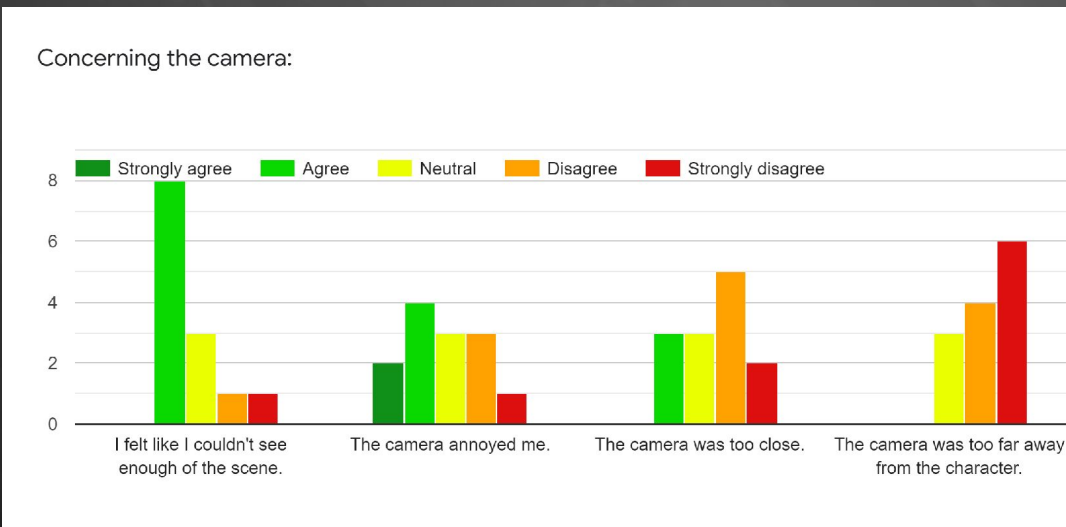
- Discord server for test management
 - Testing information
 - Alternative platform for voice chatting during the game
- Evaluation using questionnaire
 - Playtester information
 - Introduction to the game and setting
 - Space for feedback
- Creation and supply of a playable build
- Delay of playtesting
 - Building error caused by the engine
 - Game breaking bug found with first test group → Necessary fix

Test Structure

- Questionnaire about players and their background
- Short introduction to the game, controls and setting
- Playtesting the game independently
 - Supervision by us if help was necessary and asked for
 - Sometimes we were allowed to watch the game quietly to gain better insights on the players' approaches to the puzzles and thoughts during the game
 - Optional second playthrough
- Final questionnaire about gameplay, challenges and other components of the game

Results

- User Interface
 - More feedback during interaction with objects
 - More information on abilities, weaknesses and possible game actions
- Camera and Controls



Results

- Puzzles
 - Size of rooms fitting
 - Rooms were sometimes perceived as rather empty
 - Puzzle difficulty was set appropriate
 - Maybe some more hints necessary
 - Some hints were repeatedly misinterpreted
- Multiplayer
 - Cooperation worked well
 - Communicating approaches worked good
 - Following teammate's description seems to be harder

Results

- Visuals and Narrative
 - Characters and their abilities, strengths/weaknesses were perceived well
 - Protagonists' motives and the narrative are not communicated enough
 - Large interest in a second playthrough to try out the other protagonist
 - Chaos theme recognized more than order theme
- Currently fixing bugs found by our testers for final release





Thank you!