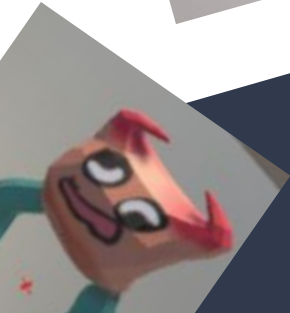
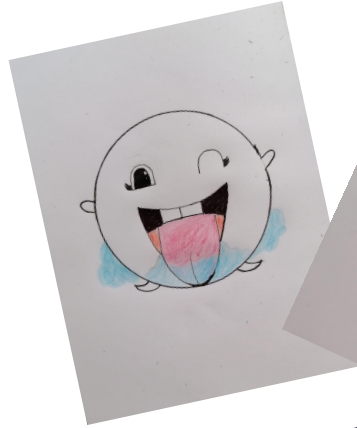


# Clirty

Clean or Dirty



Albert Zach, Sahin Er, Daniel Ziese, Matthias Hainz

# Recap

- Competitive cleaning/dirtying game
- One team keeps order and the other causes chaos
- Online multiplayer



the look of it. The characters will give me nightmares!

# Playtesting

- 13 user study participants
  - Friends of developers
- Varying Age Groups
- Varying Gaming experience
- Players were encouraged to figure the game out without developer interference

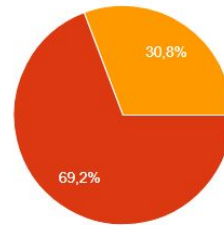
# Procedure

- Game uploaded on google drive
  - Meeting time set up (because multiplayer)
  - Link sent to participants
  - Play the main game
- Invite all participants in a discord group Call
- Developers provide no explanation of the game mechanics
  - To see if the players can figure it out by themselves
- Survey after the gametesting
  - Via Google questionnaire 10 ~ 15 minutes
- Short discussion about the game after that

# Participants

## Age

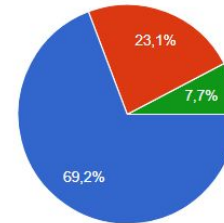
13 Antworten



- 20 or younger
- 21-24
- 25-30
- 31 or older

## How frequently do you play video games

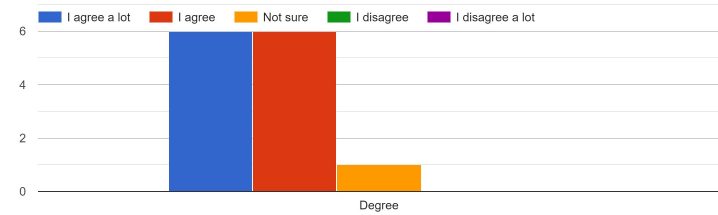
13 Antworten



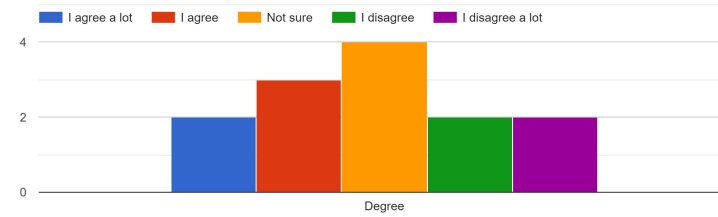
- Daily
- At least once a week
- I usually do not play video games
- I do not play video games at all

# Fun & looks

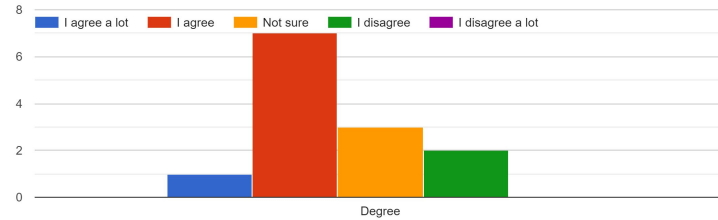
I had fun playing the game



The visuals were appealing



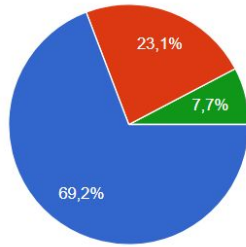
The visuals made the game easy to follow



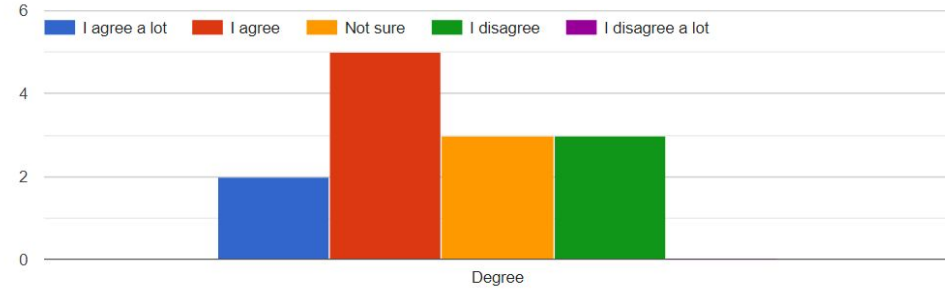
# Gameplay

How frequently do you play video games

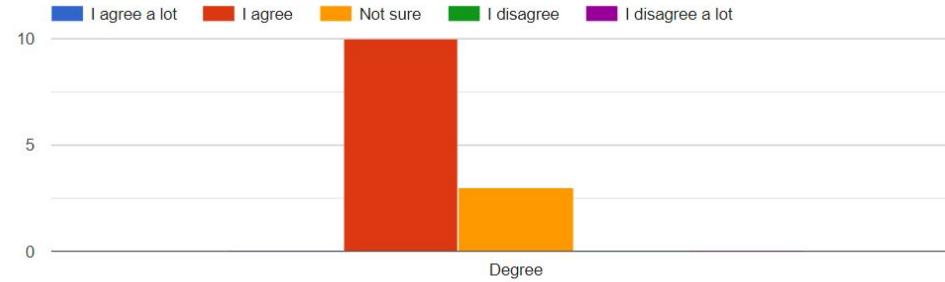
13 Antworten



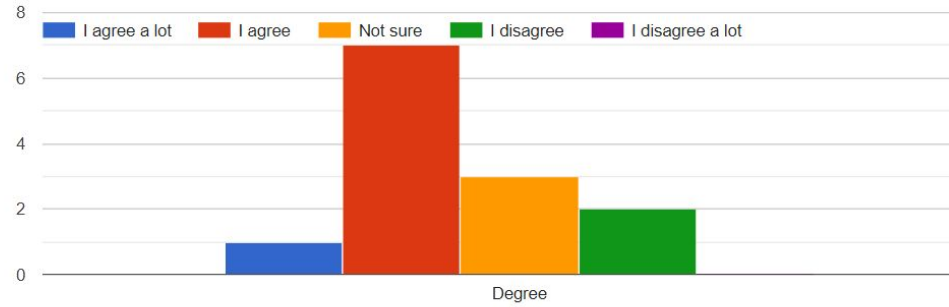
The controls were easy to understand



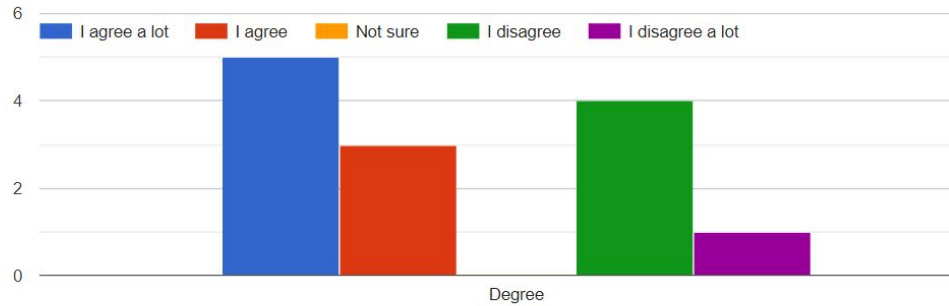
There were times where I didn't know what to do



The visuals made the game easy to follow

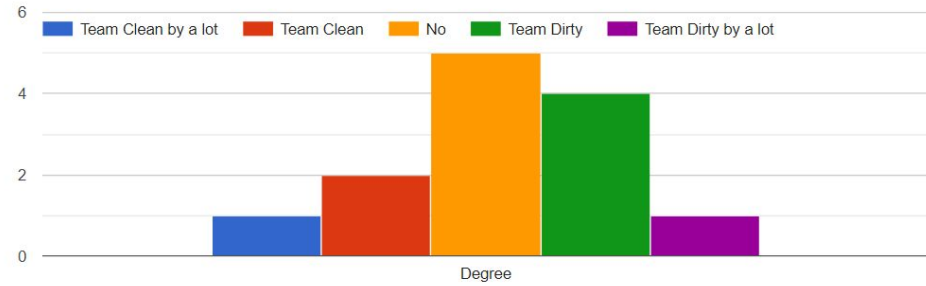


The objective of the game was clear from the very beginning





I felt one side was favored



# Freeform Feedback

- clarity

- Some actions take channel time -> request for a progress bar
- More Clarity regarding point calculation (%)
  - Show during the game
- Show number of players in each team in the Lobby already without having to join
- Reduce clock size -> make it more apparent towards the end -> audio cues
- Audio cues for ammo and improved ammo UI

# Freeform Feedback

- Make the colors look more like dirt and cleanness
- Add Audio
- More different minigames would be nice
- Add a short tutorial
- You can leave other players in the lobby by accident
- Countdown for the gamestart

# What changes do we plan to make?

## Priority List

1. Resolve “stun-lock” (Short invincibility after stun)
2. Progress bar when holding E to destroy objects
3. Tutorial-elements in lobby
4. Show team-sizes in lobby
5. Countdown at gamestart
6. Show score during game
7. Make objects (closets, table) directly influence floor colors
8. Larger map
9. Better power-up placement
10. Distinguish characters (player, team, enemies)
11. Add Controller-Mapping and UI for controller
12. Rework countdown-UI
13. Rework ammo-UI
14. Add audio for countdown, ammo and attacks
15. Add music
16. Refine visual aesthetics (for example floor shader, models)

:)

Did you like the game?

13 Antworten



Did you like the game?

Kurzantwort-Text

Regulärer Ausdruck

Gleich

Yes I liked it a lot

ich fand es echt ganz interessant; gut als kleines Gruppenspiel zwischendurch :)

:D

Pretty funny to play with some friends

maybe if its improved on

Could be more aesthetically pleasing, but still fun

Echt cool

Truly Yes

it's cute

so lustig

How was it?