

Playtesting Report

The Kirthi Experience Super Hook Ball

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Purpose:

To figure out if players find our core mechanics fun and entertaining and also get feedback on what they think is the more engaging part in it. Finally to test some UI layouts and iconography for the power-ups we have planned.

Participants:

	Playtester	Contact Info	Description
1	Esteban Maldonado	esteban.maldonado@digipen.edu	DigiPen Student
2	Ander Amo Del Ser	ander.delser@digipen.edu	DigiPen Student
3	Markel Madina	markel.madina@digipen.edu	DigiPen Student
4	Josu Garay	josu.q@digipen.edu	DigiPen Student
5	Michael Pitaniello	michael.pitaniello.digipen.edu	DigiPen Student
6	Jessie Hibbs	j.hibbs@digipen.edu	DigiPen Student
7	Geoffry Hammon	g.hammon@digipen.edu	DigiPen Student
8	Marc Moukarzel	marc.moukarzel@digipen.edu	DigiPen Student
9	Griffin Dean	g.dean@digipen.edu	DigiPen Student
10	Name not taken	----	DigiPen Student
11	Name not taken	----	DigiPen Student
12	Name not taken	----	DigiPen Student
13	Name not taken	----	DigiPen Student

Set-Up:

Our approach for the game is for it to be a party couch game so we set-up our playtesting session in the TV assigned to our team space. It also helped us draw the attention of more people for testing.



Feedback:

People hoard balls
Didn't know I was hit
Didn't know I was stomped
Camera doesn't work Add dashing/dodging
Aiming is not accurate
Portals are disorienting More Ammo
Didn't use the hook **Wall walking is a thing**
Stomping is too difficult
Controls do not work sometimes
Portals felt pointless

Comments:

"The kid (character model)
has an ugly face"
Ander Amo del Ser

"What is that popcorn thing
following me?(referring to
the hookshot)"
Esteban Maldonado

"The controls are bad, the
game is good"
Josu Garay

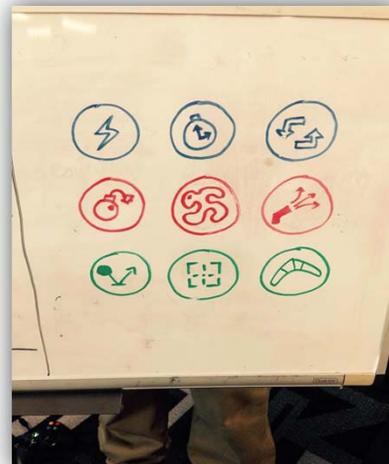
"The camera and hook feel
weird"
Michael Pitaniello

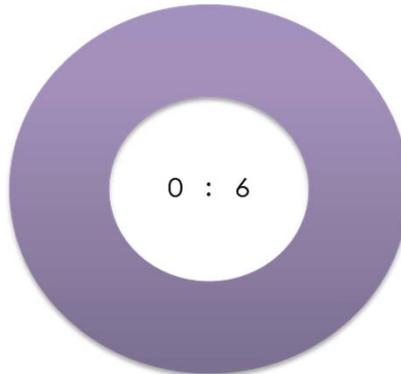
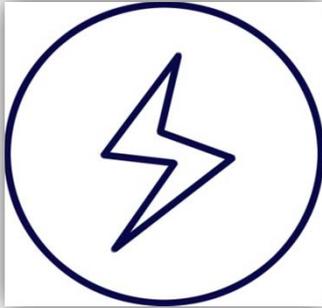
"I feel like I'm shooting in a
random direction (referring
to aiming)"
Unknown

UI Paper Prototypes:

I was in charge of testing new UI layouts and power-up icons with paper prototypes although I used whiteboards instead.

For the icons I asked the testers to tell the first thing that come to their minds when they saw each one.

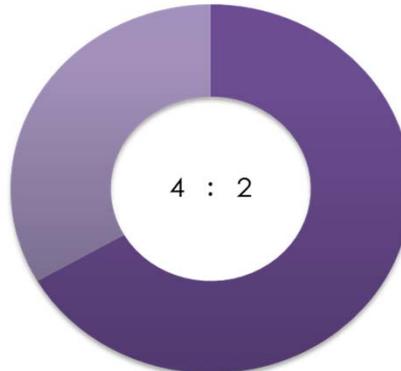
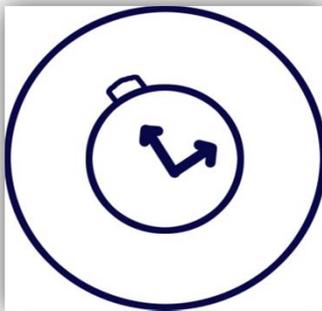




Stun Ball Icon

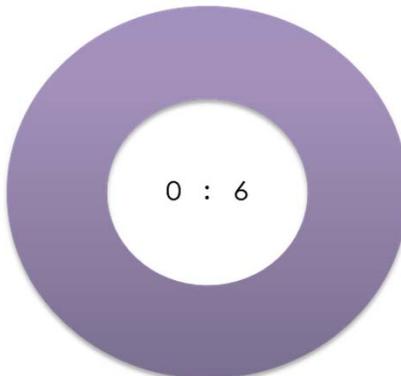
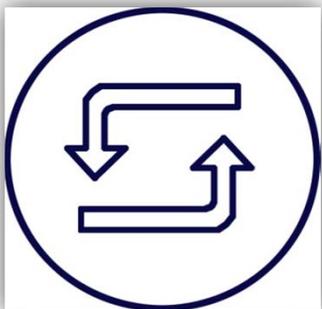
■ Correct
■ Other*

This was one of the icons that were not well communicated to testers, some of their answers were: makes you faster or makes other players smaller



Slow Time Icon

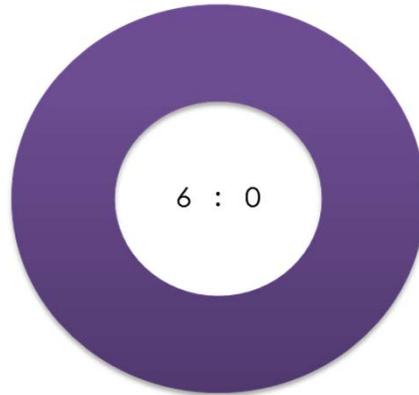
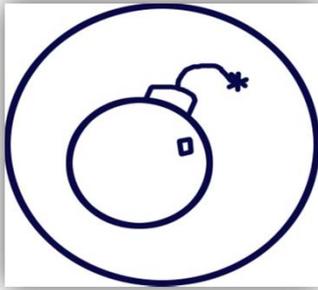
■ Correct
■ Other



Rotate the Map

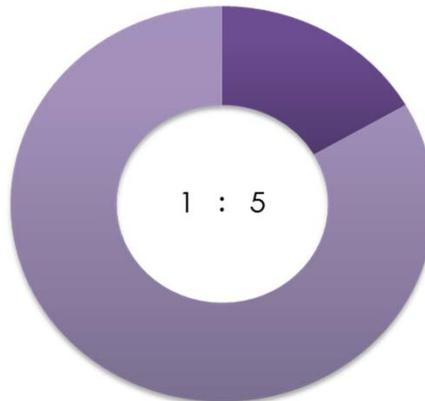
■ Correct
■ Other*

This was interesting because no one understood what it originally meant but everyone said the same thing: swap positions with another player



Explosive Ball

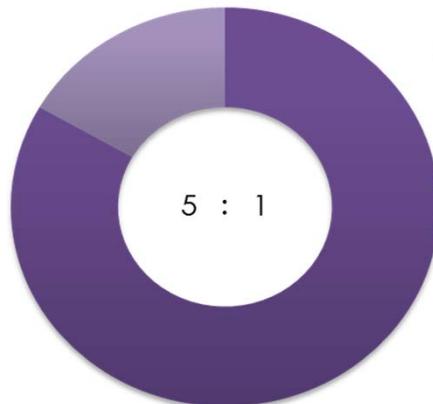
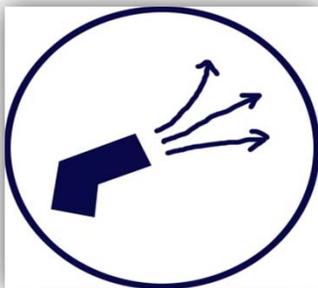
■ Correct
■ Other



Sticky Surface

■ Correct
■ Other

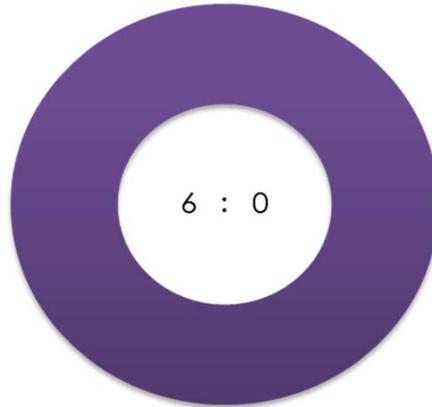
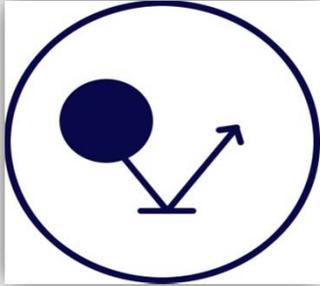
This was the most difficult to communicate, only one tester got the meaning correctly, and he told us he only guessed it because he thought about what made sense in our game it wasn't an immediate reaction.



Spread Shot

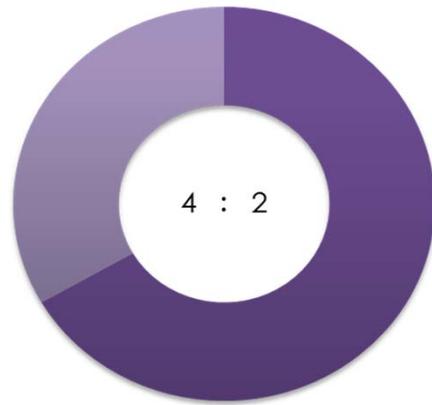
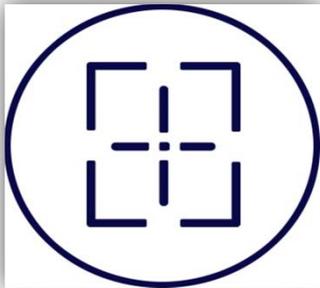
■ Correct
■ Other

Most people got this one right, only one person thought it was "A sock being thrown" or some sort of repulsing gun.



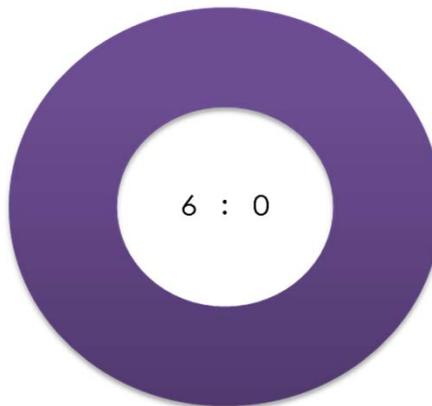
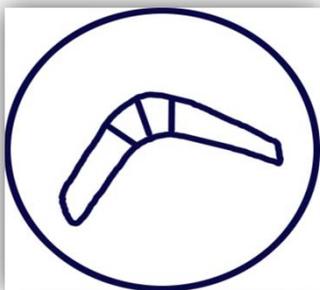
Bounce Ball

■ Correct
■ Other



Homing Ball

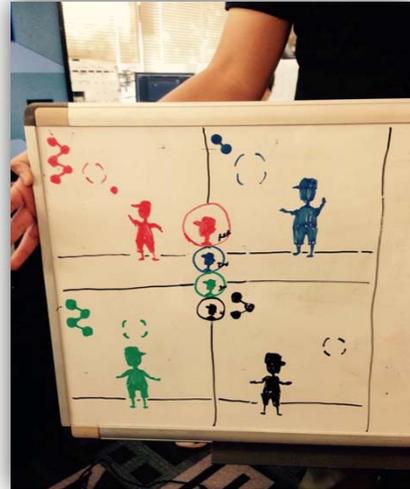
■ Correct
■ Other



Boomerang

■ Correct
■ Other

I also tested two different UI layouts for the player standings. One has the information on the bottom right of each player's screen, while the other uses the central area of the full screen to display the information for all players.



Almost all testers agreed that the second layout, with the standings in the central area of the screen, was better and less intrusive to each individual player. They also suggested presenting the information horizontally since the screen is more wide than tall.

Conclusions:

- Fixing the way aiming works should be a priority moving forward, we already had identified this as possible issue now fixing it is our most urgent task
- The portals need more feedback so players know they go through them, also our level design should be oriented towards landmarks, so players can orient themselves better
- The input and camera systems must be revised so they feel less buggy. We were already working on this issues but couldn't get them to work properly for this playtest session
- Most of our minor issues are feedback related, now it is even more clear that our game will live or die because of it. We should focus on giving each action in the game clear and sufficient feedback, so the player knows what is happening at all times

Playtesting Sessions Breakdown:

1st Session

What?

For this first session we tested my raw prototype, we were mainly testing if the mechanics we had in mind worked well together

Who?

Since it was early testing it was reduced only to the team and then we invited to more people:

- Jorge Antonio Robles
- Esteban Maldonado

When?

Friday, second week (Sept 12)

How Long?

We as a team playtested for 30 min then we playtested for another 30 with Jorge and Esteban

2nd Session

What?

This session was after our presentation so we had a more complete prototype of our game. We were focused on the feel of the game, specifically the controls and our primitive UI.

Who?

All the participants are listed at the beginning of the report

When?

Thursday, week 5(Oct 2)

How Long?

We tested for about 2 hours during playtesting club