# **Polarity - Playtesting**

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# 1. Organisation

Since Polarity is a single player game, we did playtesting at home (friends, siblings and their spouses). Playtesting was done either on an Xbox at home, or an a laptop with Xbox controllers.

## 2. Feedback Form

We asked the following questions:

- Do you know what you are supposed to do?
- Are the controllers easy to use?
- To the levels have the right difficulty?
- Is the game fun to play?
- How could we improve the game?

#### 3. Feedback

#### Do you know what you are supposed to do?

All players figured out that they were supposed to move Dr Higgs to Ms Boson.

### Are the controllers easy to use?

Moving Dr Higgs polarity device with the controller was intuitive for all users.

It was not clear that the game allowed to change the polarity of Dr Higgs vehicle. This needs to be mentioned in the first level.

The Xbox uses "A" for selecting items and starting a game, whereas our game uses the "Start" button for this, which is very small on the controller.

#### To the levels have the right difficulty?

In general, the levels were judged too hard.

It was not clear that opposite colors would attract and that the same colors would repel the player. This needs to be mentioned in introducing levels.

#### Is the game fun to play?

Dying over and over again was frustrating for some of the testers.

#### How could we improve the game?

As suggested by Tom from GoGo Games, we should make dying more fun, as a player may encounter this situation very often. For example, by showing a funny animation or a funny sound.

Tom also mentioned that it would be helpful, if the magnets that are performing forces on the player would glow.

The reviewers want to know how many stars can be collected in a level. For example by displaying the number of remaining stars in the title bar of the game and on the levels screen.

For some levels, such as "Up and Over", reviewers suggested that we should place stars at the "right" places ahead of obstacles, so that players move Dr Higgs into a good position when they try to collect stars.