

# Game Programmming Lab

## *Playtesting*

Pharaoh's Tomb

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# 1 Participants

We had twenty-one participants testing our game. Since we could not arrange a single day for the testing, we had several different testing sessions. The main part of the testing took place in the computer lab in the CAB building. Ten of the twenty-one participants were female. The tester had different experience with playing games, ranging from zero playing hours to addictive. The knowledge about game development layed out into three different groups. About half of the testers are computer science students and three of them are professional game developers. The third group consists of people with no computer science background, such as primary school teachers, economists or mechanics. The average age was about twenty-four excluding one outlier who is fifty-eight.

# 2 Questions asked

Each participant had to fill out a sheet with fifteen questions. In the following we will summarize the answers for each of the questions.

## 1. How did the controls feel? Did they make sense?

The participants who already played a game before described the controls as intuitive and similar to other games they have known. The others first had some time to get used to the controls, however they felt comfortable after a while.

## 2. What was your first impression?

Most really liked the newspaper at the beginning. Also they were surprised by the graphics of the game and the environmental sound effects.

## 3. How did that impression change as you played?

For all the participants the impression did not change during the game.

## 4. Was there anything you found frustrating?

Some of the participants who did not have any experience in playing games, were a little frustrated by the "jumping"-puzzle. However they used the help feature after a few tries which helped to proceed further in the game. In contrast the experience players did not have any problems with this puzzle.

Some players complained about the problem that the wrong object is picked up.

## 5. What was missing from the game?

We did get some feedback for further improvements or new features. These are for example a side-step animation, shooting, fleeing from running mummies, or flickering torches a long corridors to get a more adventurous experience.

## 6. What did you like most?

Several different answers were given. For example the sarcophagus at the end, the newspapers and stickies, the design of the surroundings or the graphics in general. Also several persons listed their favorite puzzle. Since we have another question regarding this, we have summarized these answers together with the answers from question 11

**7. What did you like the least?**

Once again the testers with little experience in playing games listed the "jumping"-puzzle as their least favorite aspect of the game.

Others mentioned that the help texts were not displayed long enough.

**8. If you could change one aspect of the game, what would that be?**

Most people demanded for more puzzles. Others would have liked to have the possibility to run and shoot. Other suggested to limit the number of attempts for each puzzle to make the game even more exciting.

**9. Describe the objectives of the game.**

All participants have understood the objective of the game, which is solving puzzles in order to bring back the mummy to its tomb.

**10. Did you like the coins?**

Several participants did not even notice the coins. The others could not figure out what they can do with them.

**11. What is your favorite puzzle?**

Figure 1 shows the statistics of the answers.

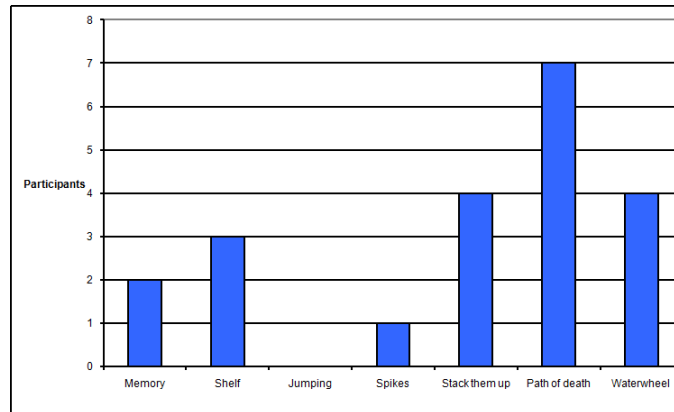


Figure 1: The statistics of the most liked puzzles

**12. Did you use the help? Did you find it helpful?**

A few participants did use the help. For those you used it, it was helpful.

**13. Did you use the hints? Did they help?**

Most of the participants use the hint, and mostly they were helpful and still did not make the puzzles too easy.

Only a few testers still did not manage to solve the puzzles with the hints and thus used the help then.

**14. Did you like the comments of the pharaoh? Were they clear?**

All participants did like the comments. Some would have liked to be able to repeat them after while, since they missed them or did not read them carefully enough.

**15. Did you like the game story?**

The participants did like the story and thought that it is well embedded into the game.

### **3 Conclusions**

In general all testers were very happy with the game and all managed to get to the end without additional help from our side. Thus we do not need any major design changes to make the game playable. Therefore we can focus more on the small details.

Since several people struggled with the jumping puzzle we have further questioned the testers if there is any change needed to make it easier. They thought that it is okay the way it is, since there is the help which can be used. The puzzle should still be challenging and the people with more experience did like it as it is.

We will increase the time the help texts are shown and we will think about other mechanisms to attract the attention of the player to the texts.

The coins that the player gets when solving a puzzle were not noticed or not understood. We are looking for some solutions which will make the sense of the coins clear and add a good reason to receive them. If we do not find such a solution we will think about removing them completely.

We have noticed that a lot of the testers were not always aware that they can use the hints or the help. Therefore we will add some extra context sensitive texts which will be shown if a player does not make any progress for a while.

## 4 Impressions

The following pictures show a selection of the participants while testing the game.

