Playtesting Report

Game Programming Lab 2010

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2 General Feedback

We have done three playtesting sessions with different people. Some of them were more experienced gamers, some of them had nearly no affinity towards video games. Some of the testers played the game only once, some played it several times and for more than just one round. The players were all between 10 and 30 years old.

After the testing sessions, all participants filled out the questionnaire and gave some additional oral feedback. The statistics / graphs of the evaluated questionnaires can be found under point 3. The following text passages are based on the oral feedback and the questionnaire.

2.1 Graphics

All participants basically liked the graphics of our game.

We had mostly very positive feedback regarding the cars and lighting effects (car headlights, police flashlights). One remark of different persons was that the general impression of the environment graphics (buildings) and civilian cars is a bit to monotonous. We were already aware of this "problem" and the plan is to have more building models or the possibility to colorize parts of them over parameters using a modified shader and we already have implemented this for the cars.

Since we now have added an optional setting for the contrast and brightness, the problem during the interim presentation of a too dark graphic output is now solved. Every player can adopt the setting to its needs also in the pause menu screen.

2.2 Sound

The sound effects are too loud / unbalanced for a lot of people.

Some people found the background music repetitive or boring and after playing for a while some people found the music annoying. Most of them answered the question if the music is too quiet in comparison to the effect volume with "yes". Since the current music file is only a 40s sample, we think that the final version, which is still in development, will not be boring anymore.

And most found that the total sound volume is way to low.

2.3 Input

The game's speed was rated from most participants as "just right".

The steering of the truck was also put as very intuitive for most of the testers. Since we aimed for a "pickup and play" experience, this was exactly the answer we were looking for.

The game's targets were understood without further explanation for most of the participants. This is mostly due to the fact, that the "guidance system" is the only HUD on the screen – so the only real option for the player is to drive in the direction of the arrow. Players complimented on the guidance systems, since it is located around the car where they were already staring at.

Since the alpha release was still missing most of the player information (how much cash he gathered, what is his score, highscore system) and a real game end, there was some confusion regarding the game's devolution. But those problems will be gone as soon as the in-game text display functionality is completed.

2.4 AI

The cop intelligence was rated very unequally. The civilian car intelligence was at least OK (or better) for all testers. We are planning to improve both of them. Especially a "collision avoidance system" was one point different person mentioned – this is already implemented in a basic version for all currently visible cars and it can lead to funny traffic jams, which are harder to evade when chased by the police.

A lot of the testers found the difficulty too easy. This is due to a bug in the cop AI in the alpha version. This bug has now been fixed and the police cars act more reasonably. This also increases the difficulty by quite a notch.

The "collision avoidance system" also leads to evading cops when they are following the player, which looks cool.

2.5 Drunk'O'Meter

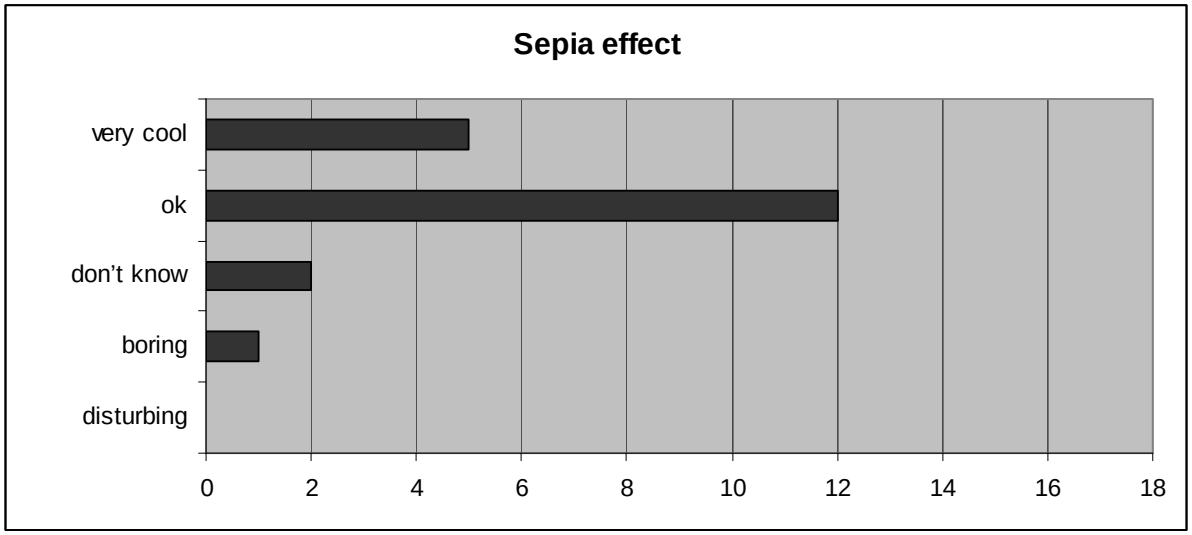
The graphical effect was rated and commented as "pretty cool" and "realistic" by all participants.

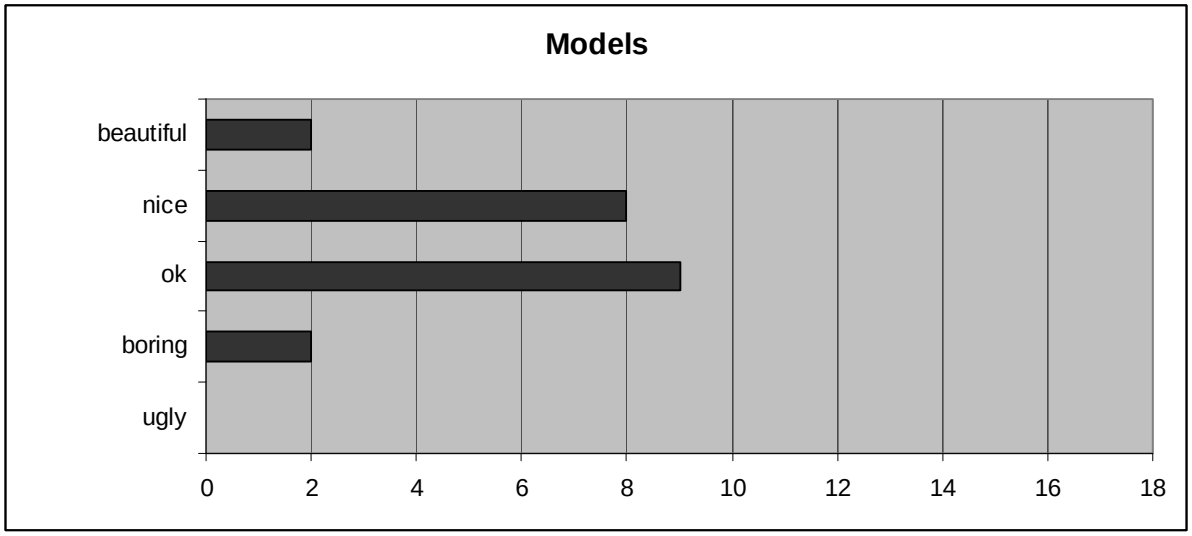
The slight effect on the steering was not noticed by almost all players – so our concern about a too heavy impact is not really a problem. Perhaps we will try to increase the impact on the steering a bit during further testing.

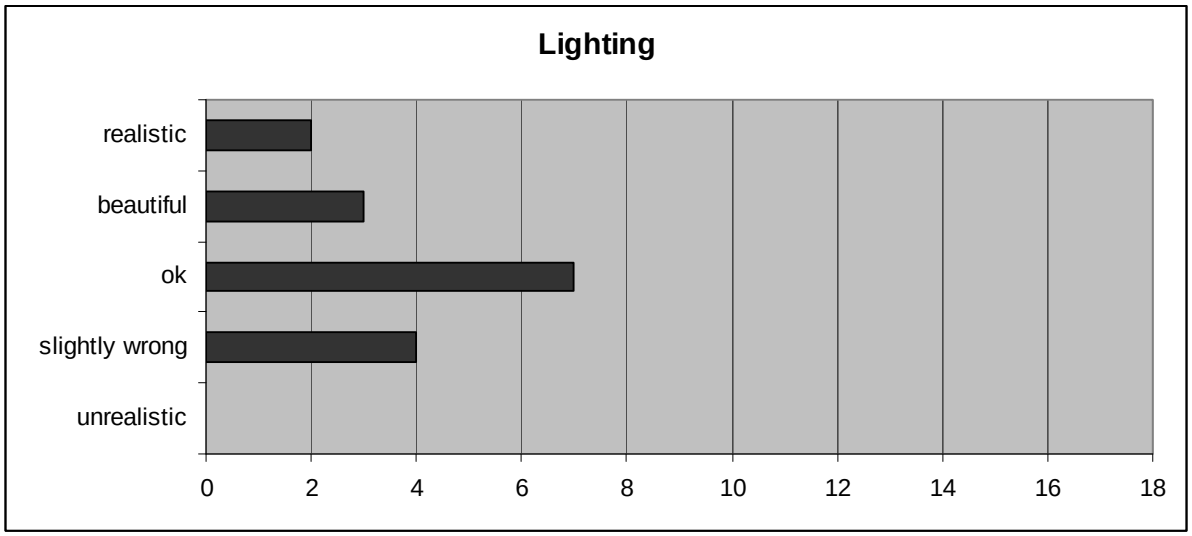
Some testers found that the Effect is to immediate and if you're a good driver you'll stay drunk forever, which can get pretty annoying.

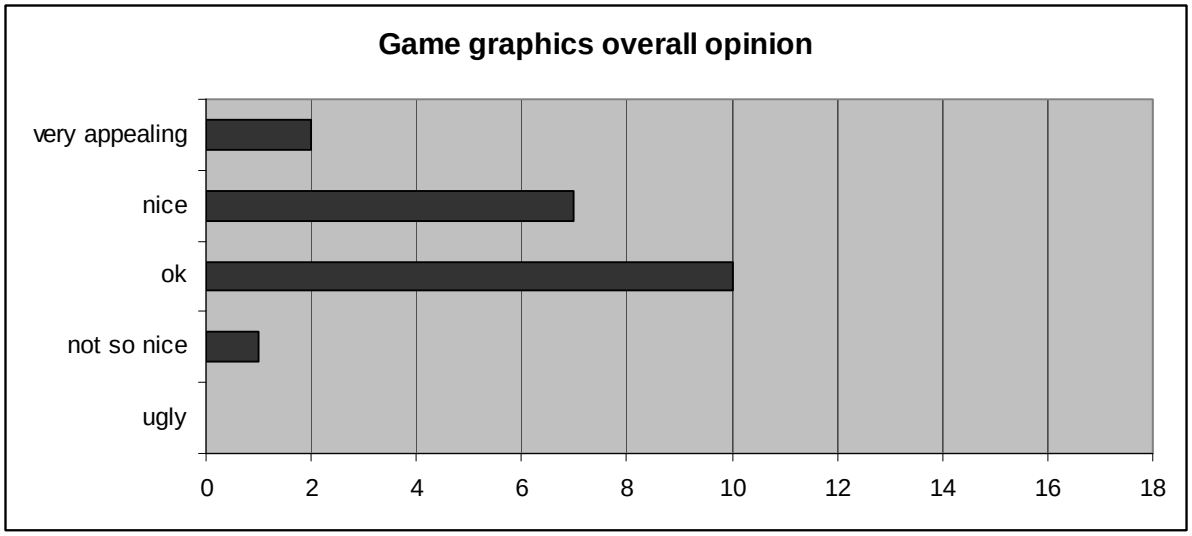
3 Results of Questionnaire

3.1 Graphics

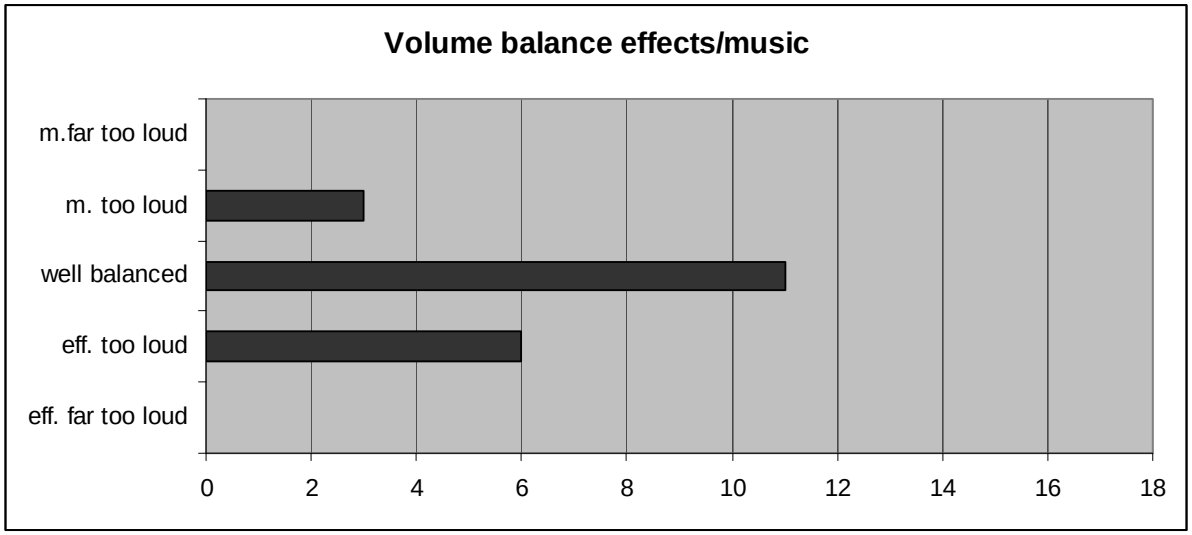


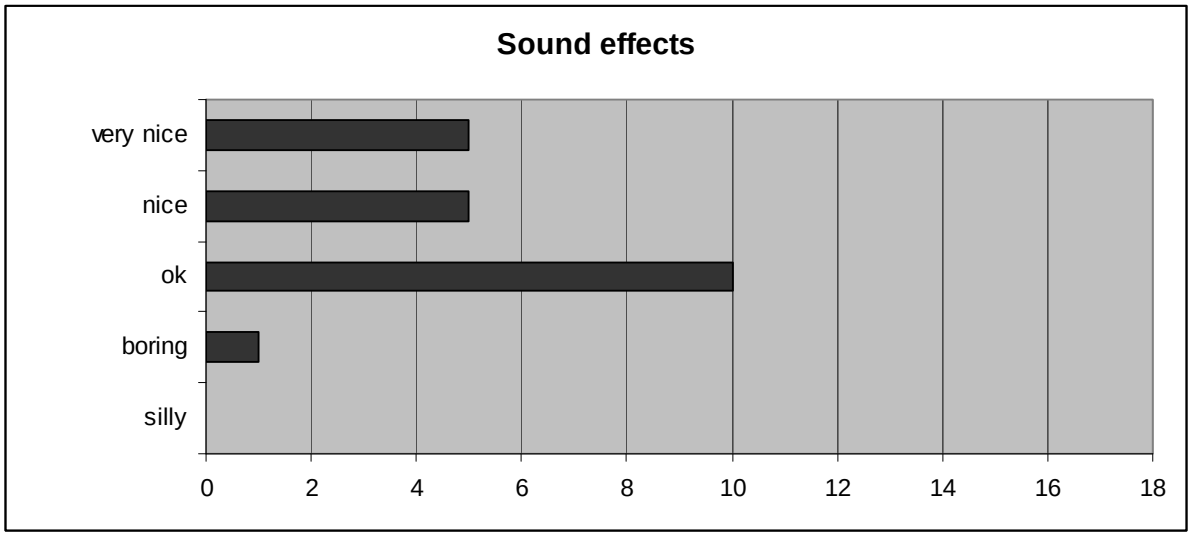

Models
beautiful
nice
ok
boring
ugly
0
2
4
6
8
10
12
14
16
18

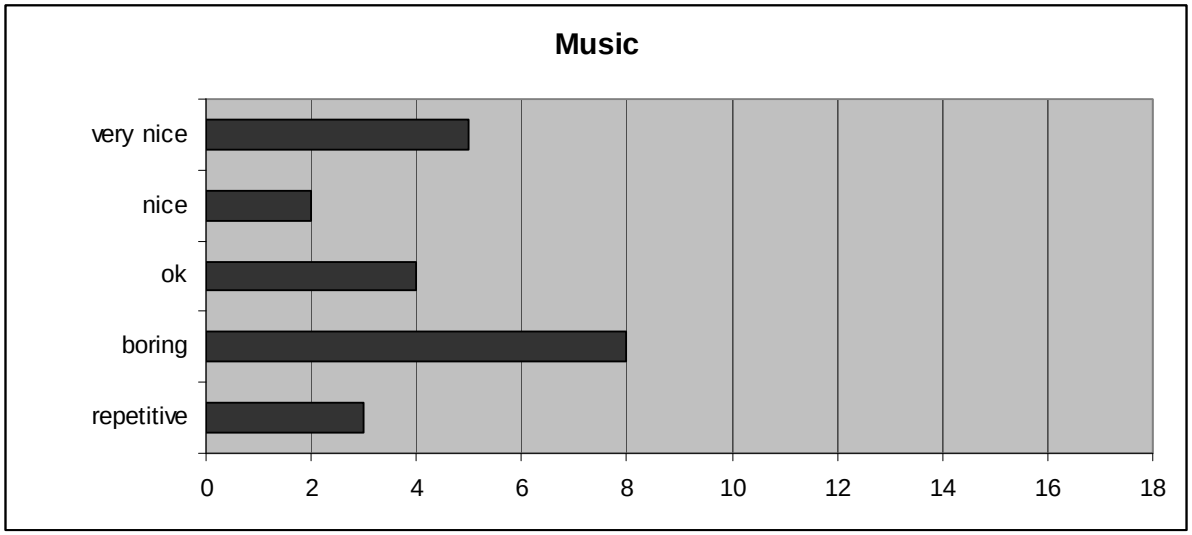

Lighting
realistic
beautiful
ok
slightly wrong
unrealistic
0
2
4
6
8
10
12
14
16
18


Game graphics overall opinion
very appealing
nice
ok
not so nice
ugly
0
2
4
6
8
10
12
14
16
18

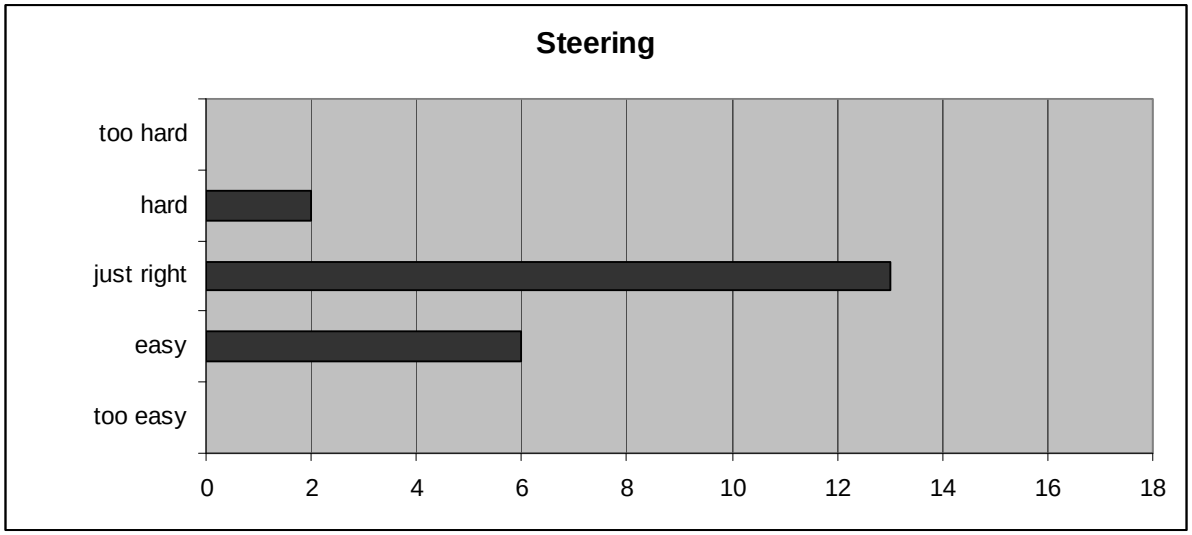
3.2 Sound

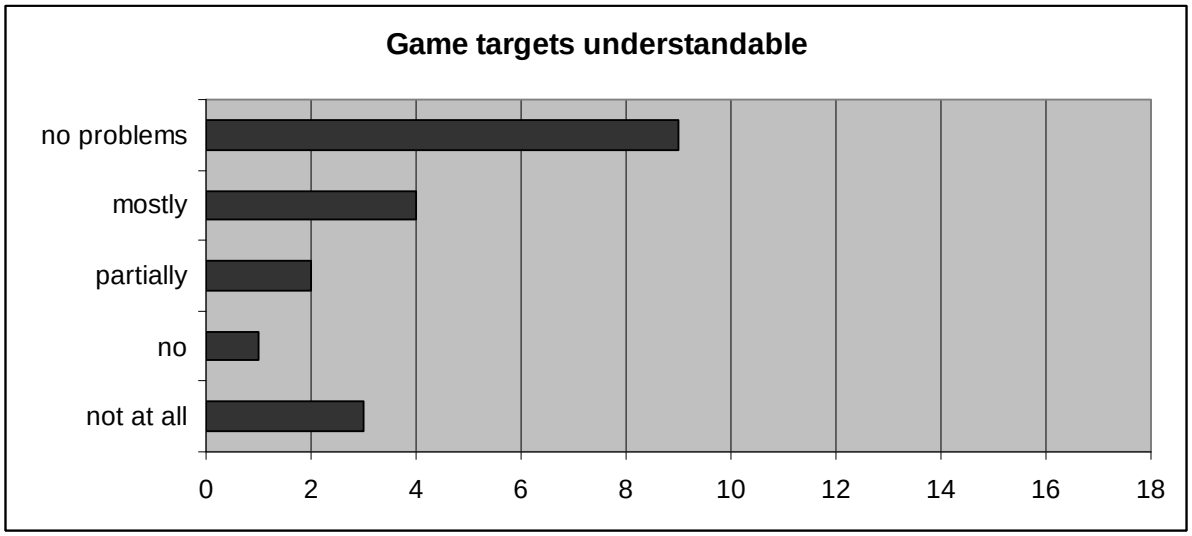

Volume balance effects/music
m.far too loud
m. too loud
well balanced
eff. too loud
eff. far too loud
0
2
4
6
8
10
12
14
16
18

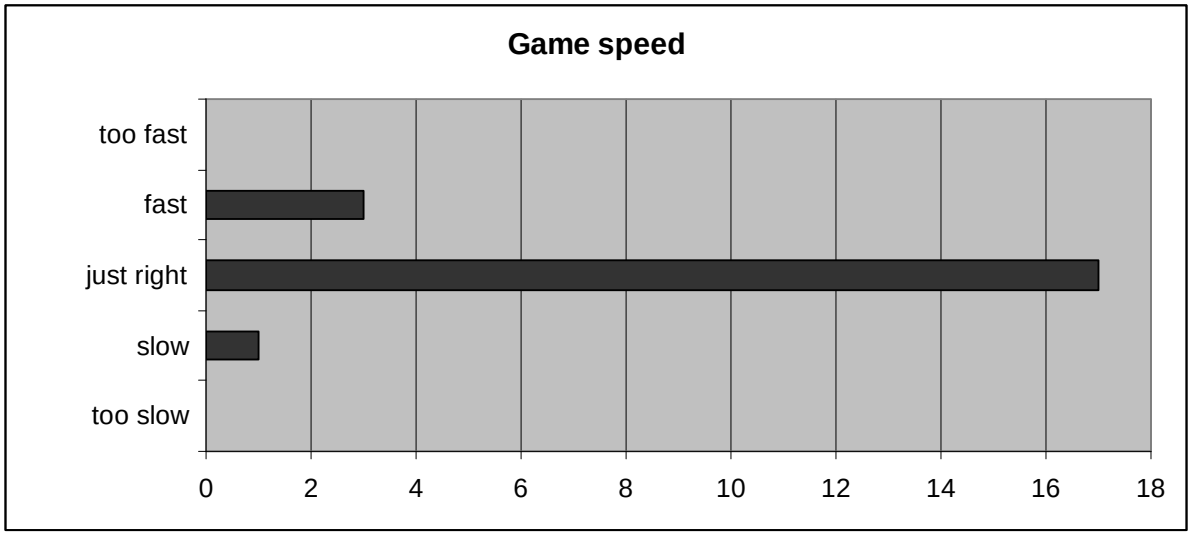

Sound effects
very nice
nice
ok
boring
silly
0
2
4
6
8
10
12
14
16
18


Music
very nice
nice
ok
boring
repetitive
0
2
4
6
8
10
12
14
16
18

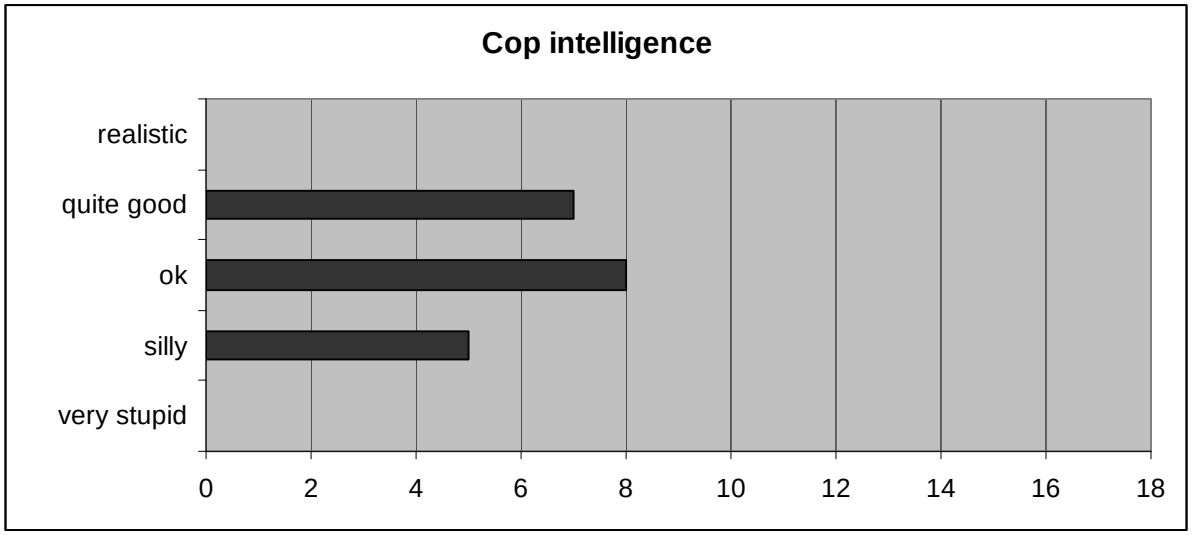
3.3 Input

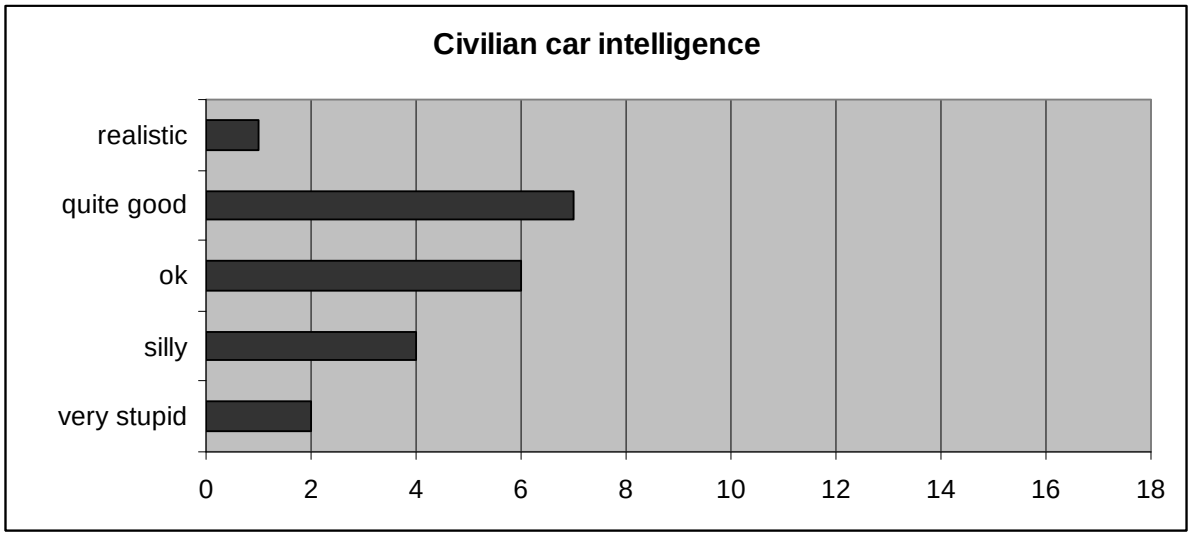

Steering
too hard
hard
just right
easy
too easy
0
2
4
6
8
10
12
14
16
18

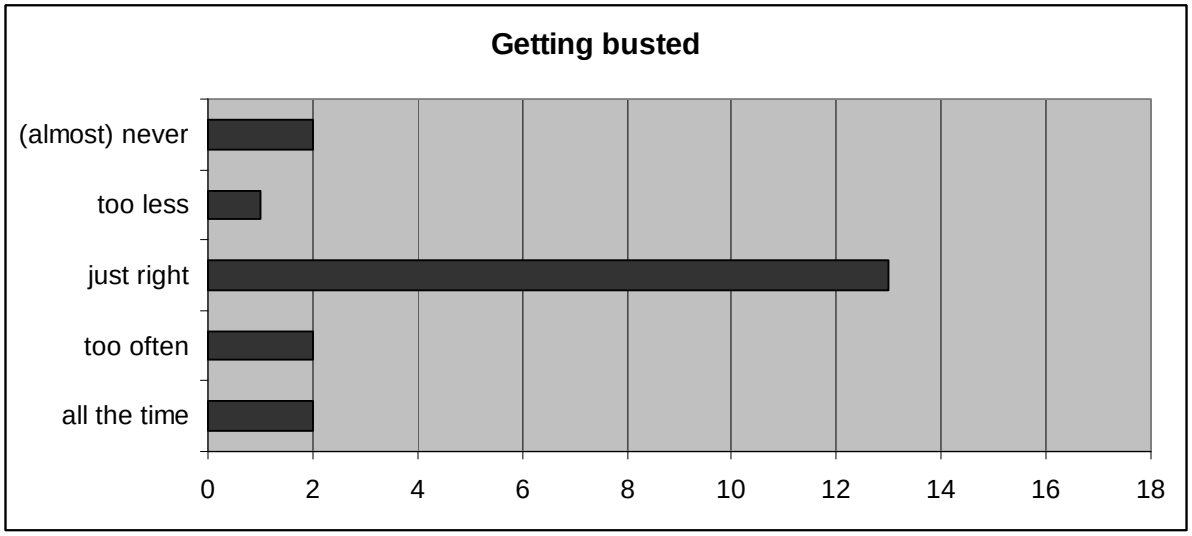

Game targets understandable
no problems
mostly
partially
no
not at all
0
2
4
6
8
10
12
14
16
18

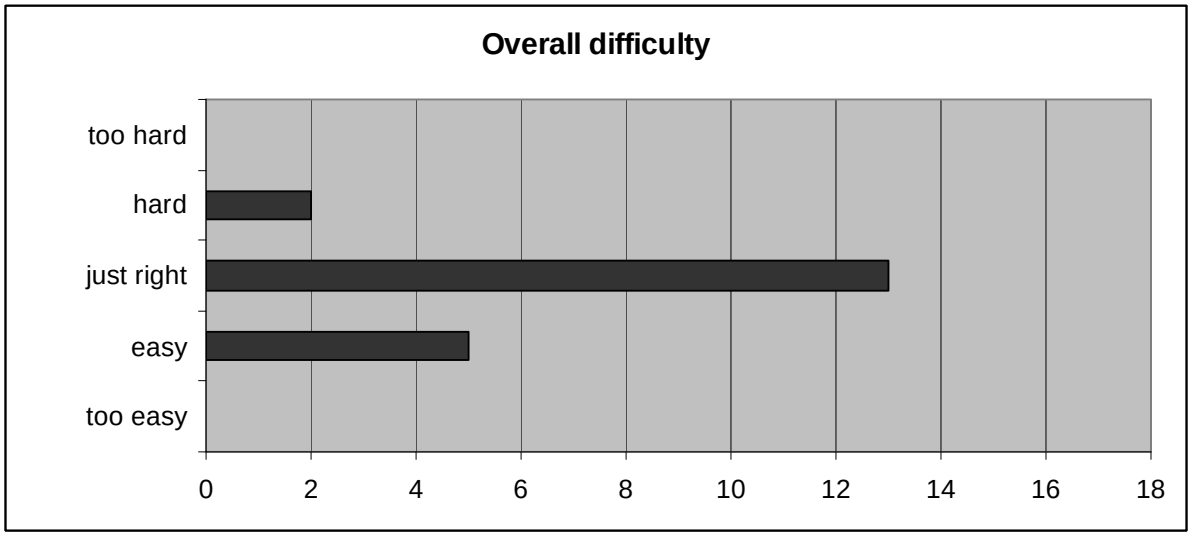

Game speed
too fast
fast
just right
slow
too slow
0
2
4
6
8
10
12
14
16
18

3.4 AI

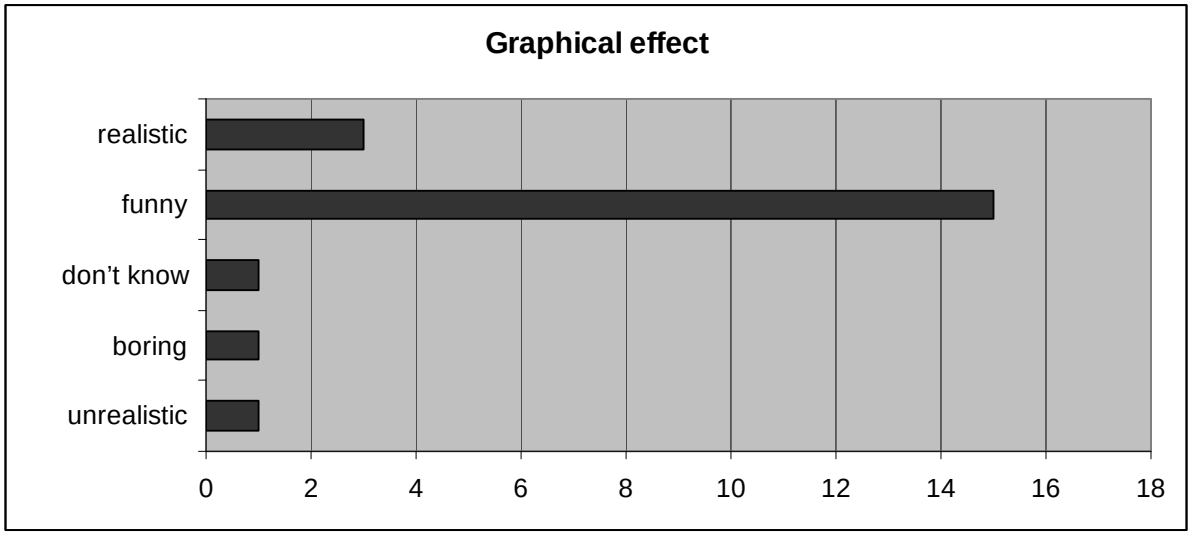

Cop intelligence
realistic
quite good
ok
silly
very stupid
0
2
4
6
8
10
12
14
16
18

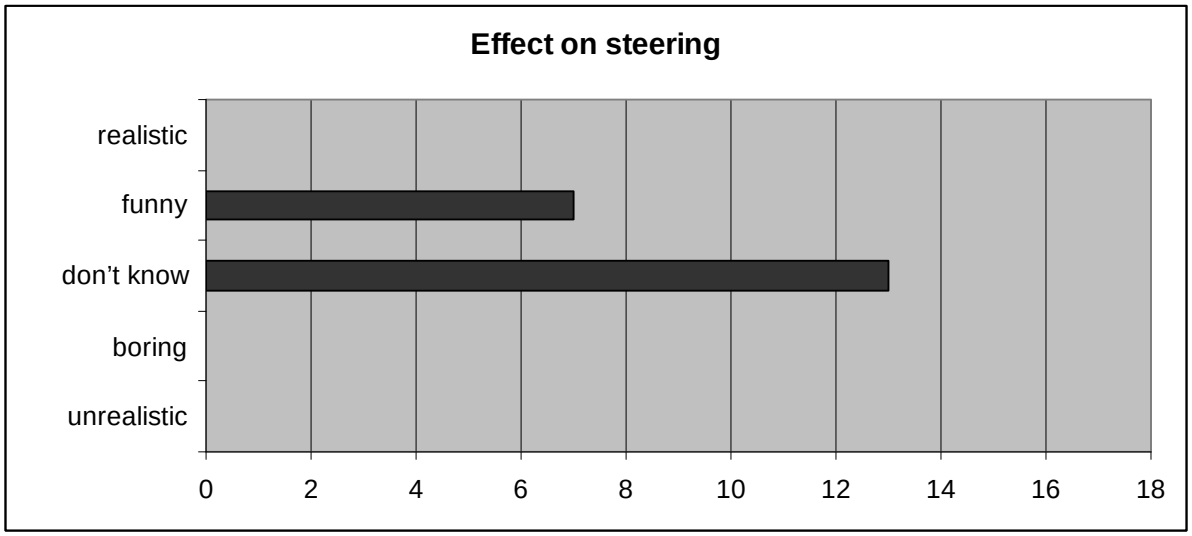

Civilian car intelligence
realistic
quite good
ok
silly
very stupid
0
2
4
6
8
10
12
14
16
18

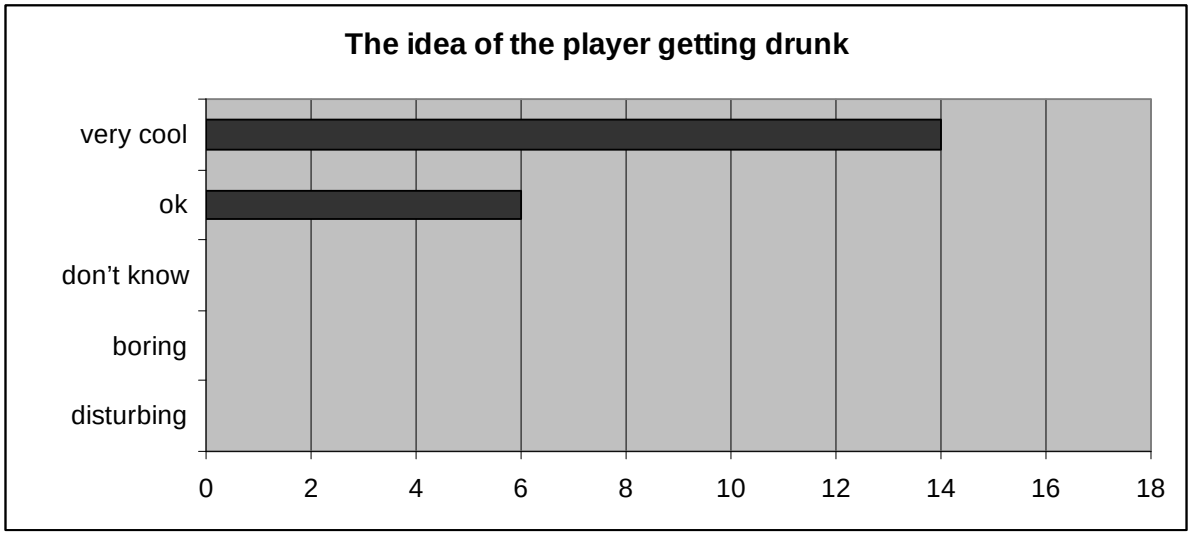

Getting busted
(almost) never
too less
just right
too often
all the time
0
2
4
6
8
10
12
14
16
18


Overall difficulty
too hard
hard
just right
easy
too easy
0
2
4
6
8
10
12
14
16
18

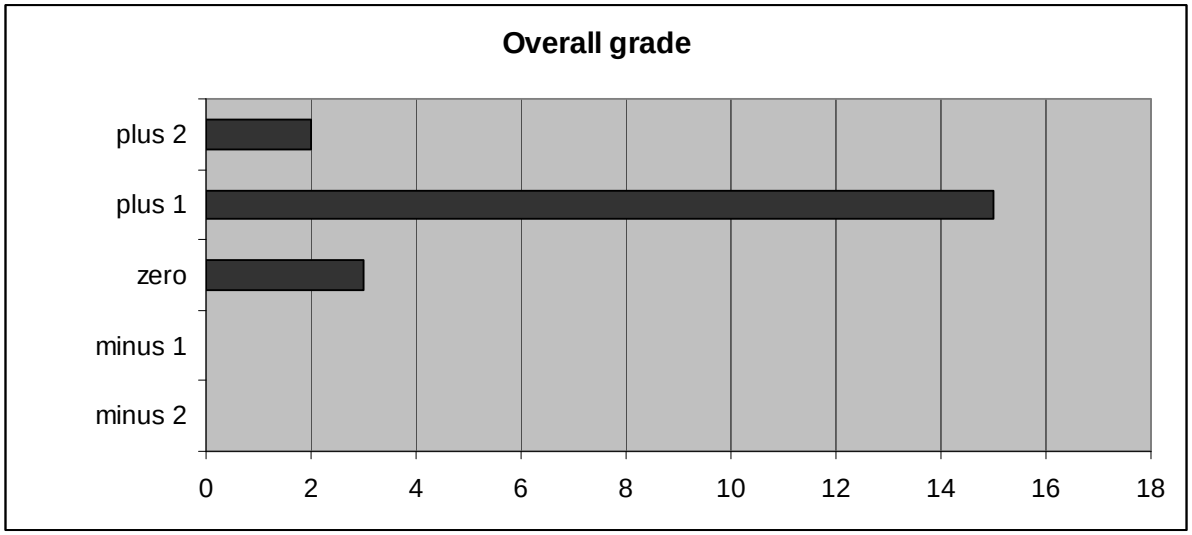
3.5 Drunk'O'Meter







3.6 General



3.7 Personal comments

- Place black border around “Busted”, to make it more visible.
- Better explanation of game at the beginning. Goal? Finish? When lost?
- Make drinking sound louder.
- Make fuel display more visible.
- Different color for pickup and delivery point visualizations.
- Options page for music/effects volume and this stuff.
- There has to be a guide.
- It would be better if some effects of the game were explained before running the game or during the game.
- For me, it would be necessary to have more goals in this game to have “a reason” to play it just more than a few times.
- I like the game! At some point it gets really nauseating.
- Simply super cool!
- There’s no goal.
- There should be a task.
- A goal is needed.

4 Overall impression

The overall feedback was generally positive – especially if we told the people in what short period of time the complete game has been created.

From a rating between 1 and 5, we got a good 4 as the average rating.