

Battle of Origins — Playtesting Report

Patrick Misteli, Ruben Kälin, Jacqueline Staub, Gregory Wyss

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1. Introduction

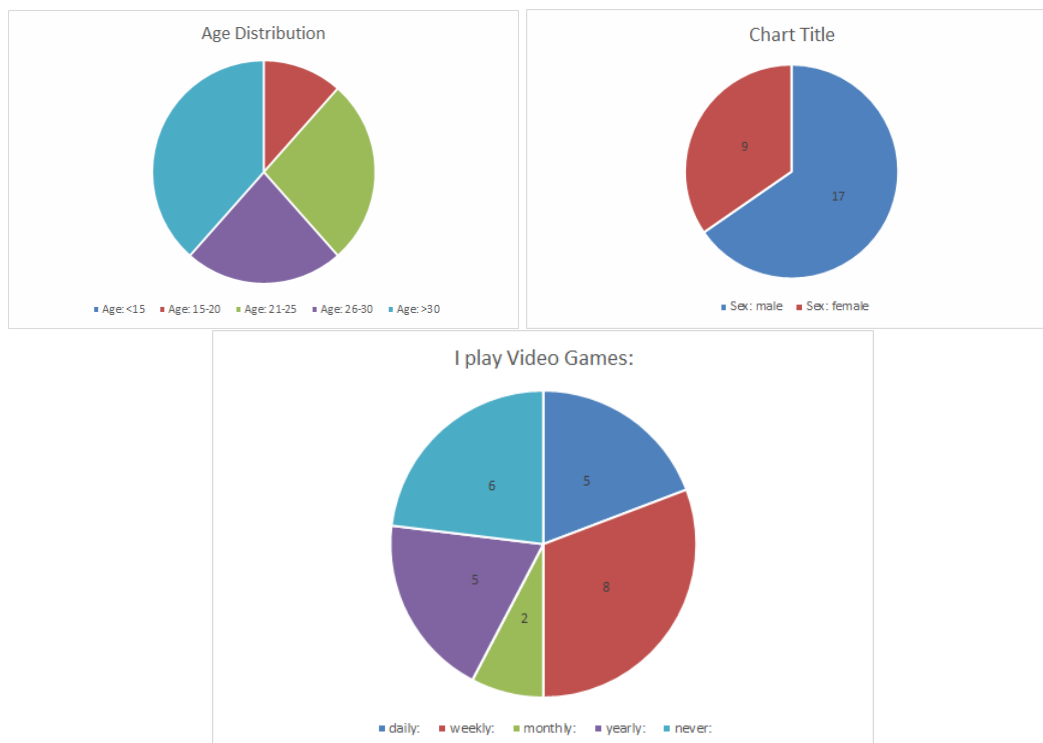
With a stable and running alpha release it was time to let our game be tested by players outside the development team. We recruited 26 participants, from a wide range of different gaming and cultural backgrounds. More testing will be done in the coming days. In this chapter, we will just discuss the results we so far.

2. Setup

Each member of the team organized his/her own testing sessions. The participants ranged from serious gamers to people who have not touched a video game in years.

Each tester was asked to fill out a questionnaire (see Section 6.). We were collecting demographical information to be able to interpret the gathered results. Partial data can be obtained in Section 3..

3. Statistics



4. Feedback

The feedback was generally positive. We will list the most prominent feedbacks we received. All those feedbacks were independently received multiple times. This Chapter elaborates the feedback for the following aspects of our game: Controls, Sounds, Graphics, Gameplay.

4.1 Controls

1. The way the human player is steering his character seems to be too difficult for inexperienced gamers. They would prefer to control the movement and the rotation of the character with the same joystick. The experienced players on the other hand really appreciate this flexibility.
2. We have asked the subjects beforehand how they would map the buttons to the different activities. For most mappings they were agreeing with our implementation.

4.2 Sounds

1. It is naturally a hot topic we are picking up. We tried to only use soft violence (shooting people does not hurt them but solely disperse the group). Nevertheless, the sounds and graphics still seemed to be too violent in the opinion of some of our participants.
2. The sound cues that we included for praying and wonder creation were not registered by the participants. This was due to the shooting sound or the participants yelling being too loud.

4.3 Graphics

1. Most people enjoyed the obstacles on the map and used them to hide from other players. We got the feedback that a randomly generated map would be nice. Furthermore, they would approve if the map contained more obstacles. Most people enjoyed looking for computer players, which were sometimes hidden behind trees or houses.
2. Some people found the houses to be confusing, as they did not know whether they can be used for anything in the game.
3. Many testers stated that they would like to have visually more separated shots, most would like more flying crosses and Erlenmeyer flasks than the actual energy balls.
4. Darwinists seem to appear to be rendered not as bright as our Religionists which seems to be disturbing for some player.
5. Most of the testers would like to have a symbol or something similar indicating if a praying/studying cycle is creating the wonder and also how fast.

6. In the beginning most people were confused by the amount of characters on the screen and couldn't immediately find their character. Therefore, they suggested to wait a few seconds before the game starts so that one can get an overview of the starting situation. Also they would like to have the colored marker to be filled with the respective color.

4.4 Gameplay

1. The game is fun. It is not a game people would want to play for a longer period of time, but it is really entertaining when played occasionally. The reason for this might be that they are not challenged enough after some time. This problem is alleviated when people are playing in multi-player mode.
2. Many participants did not make use of the feature to keep the wonder without activating it, and activated the wonder as soon as the wonder bar was full. However, most participants still believe it is an important feature to keep.
3. A lot of testers stated that shooting does not affect the game as much as it should. Most people liked the idea if each character would have a life bar which decreases if the character gets shot and if the life bar is at 0 the character would convert to the other team.
4. If one player casts the, he is too strong because he is invincible. To have a chance to prevent getting converted most testers would like to be able to shoot the player with the wonder, but he should only be affected in X and Y direction so that he can still run with the wonder but gets pushed a little bit into the direction of the shot.
5. Nearly all testers stated that they would like if a player is converted that he can take control over a NPC and not gets converted to the other team. This is the case because people like to identify themselves with a team.
6. Some participants did not use the wonder creation cooldown. They simply prayed/studied until they were shot and flung away.

5. Alteration Considerations

The following is a list of things we consider changing, based on the feedback from the testing sessions. The list is not yet prioritized.

- **Sound Leveling:** Shooting and background music must be dimmed. Visual cue for wonder creation must be increased.
- **Wonder Creation Cooldown:** Must be shorter
- **Explosion Force:** Use less upwards force and balance out the force with the horizontal distanced covered.

- **Shooting:** Use the trigger button (R2) to trigger the shooting action
- **Movement and Look around:** Offer the option to play with combined movement and look around for players that prefer to control their character in such a way.
- **Landscape modification:** Add more obstacles for the players to interact with.
- **Wonder Creation:** Must be indicated better using visual and (hearable) audio cues.
- **Conversion:** After being converted, control an NPC from the same team.
- **Wonder Creation Hit:** Create a wonder penalty when being hit while praying/studying
- **Interface:** Add icons or text to indicate which bar stands for what
- **Create/Cast mapping:** Use the same button type for wonder creation and casting.
- **Wonder Possession:** Use different visual representation than a red disc as a wonder possession representation.
- **Mini Map:** Add a mini map or any indicator to find remote praying/studying groups.
- **Add Running Mode:** Add a running mode where the player can neither shoot nor pray.
- **Outline behind Trees/Houses** Add outline of player when he is behind a tree/house.

6. Appendix: Questionnaire

We appended the entire questionnaire here.

Thank you very much for participating in our playtest. If a question arises during the experiment, the questioner will gladly answer it.

1. Demographic Questions

The questions in this and the next chapter must be answered before playing.

	< 15	15 – 20	21 – 25	26 – 30	> 30
Age:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	female	male
Sex:	<input type="checkbox"/>	<input type="checkbox"/>

How often do I play ...	daily	weekly	monthly	yearly	never
Video Games?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
With a Controller?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
First-Person-Shooter Games? (Counter Strike, Battlefield, Call of Duty)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Role-Play-Games? (Gothic, Skyrim)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Racing Games? (Need for Speed, Gran Turismo)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Simulation Games? (Sims, SimCity)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Action Games? (GTA, Watch Dogs)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adventure Games? (Tomb Raider, Fahrenheit)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open World/Sandbox Games? (Minecraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Massive-Multiplayer-Online-Games? (World of Warcraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Real-Time-Strategy Games? (Anno 2070, Starcraft)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Turn-Based-Strategy Games? (Civilization V, Master of Magic)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Casual/Cellphone Games? (Angry Birds, Plants vs Zombies)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2. Questions before Playing

Which button/joystick controls ...	Button
Look around	
Walk	
Shoot	
Create Wonder	
Cast Wonder	

3. Playing

The following questions are filled in by the questioner.

3.1 Single Player (3*5 minutes)

Game	Darwinist	Religion- ist	Win	Lose	Draw	Time	Rating (1-5)
10 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
20 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
5 players per team	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

3.2 Multi Player

Default:

- 20 Players per Team
- Equal team sizes
- Timelimit: 5 min
- All human player on one side
- Human players distributed

	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6
# of Human Darw.						
# of Human Rel.						
# of NPC Darw.						
# of NPC Rel.						
Time						
Wonder Points						
Win, Lose, Draw						
Rating 1: Worst 5: Awesome						

4. Questions after Playing

Please fill in the remaining questions after playing.

	Yes	No	Comments
Should the wonder be immediately active?	<input type="checkbox"/>	<input type="checkbox"/>	
Did you notice that human players always get the wonder?	<input type="checkbox"/>	<input type="checkbox"/>	
Should the human players always get the wonder?	<input type="checkbox"/>	<input type="checkbox"/>	
Is everything important visible at any instant of time? (zoom out)	<input type="checkbox"/>	<input type="checkbox"/>	
Is my player always large enough? (zoom in)	<input type="checkbox"/>	<input type="checkbox"/>	
Is it clear to me which player is the one I can control?	<input type="checkbox"/>	<input type="checkbox"/>	
Is the camera movement and zoom understandable?	<input type="checkbox"/>	<input type="checkbox"/>	
Does the game discriminate Darwinists? If yes, how?	<input type="checkbox"/>	<input type="checkbox"/>	
Does the game discriminate Religionists? If yes, how?	<input type="checkbox"/>	<input type="checkbox"/>	
Is the cooldown after creating the wonder intuitive	<input type="checkbox"/>	<input type="checkbox"/>	
Is it clear when I am invincible?	<input type="checkbox"/>	<input type="checkbox"/>	

Statement	definitely	slightly	neutral	not that much	definitely not
Do you feel offended when playing this game?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The gaming success depends heavily on the skills of the player.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The gaming success depends heavily on luck.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Darwinists win more easily.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Religionists win more easily.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It is fun to play the game in single player mode.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
It is fun to play the game in multi player mode.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The game is too hard.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
The NPCs play too poorly.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I could anticipate the actions of the NPCs and use that to my advantage.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

What would you improve concerning ...
Controls?
Graphics?
Interface?

How would you change the constants?	increase	slightly increase	leave	slightly decrease	decrease
Running speed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Shoot distance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Running speed when casting a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wonder duration	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Distance between allies to create wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points needed to complete a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Time limit for one game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Map size	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cooldown duration after creating a wonder	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

5. General Feedback

Feel free to write down any suggestions, opinions, and everything else that you could not express earlier.

Keyword	Feedback