

# Playtest Report

*Game Programming Lab 2016*

*Jessica Falk, Sandro Lombardi, Sandro Ropelato, Don Schmocker*

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## Organization and Testers

We reserved a room in CAB for playtesting on Thursday afternoon, 12th May 2016. For testing, various friends and colleagues were invited. The whole playtesting session went for about 3 hours. In total, we had 12 playtesters. Our game was running on a MacBook Pro with 4 Xbox controllers connected. The MacBook was connected to the projector to ensure good visibility of the current game process (see pictures).



## Questions and Answers

### Do you find the sound effects and the music suiting? If not, what would you change?

Most of the testers found the music not aggressive enough for a shooter. The usual sound effects used so far were okay. Two testers mentioned that they would have liked a special sound effect for the shotgun type berries.

### Did you think, the controls were intuitive? If not, why?

Many testers complained that the controls were not intuitive at all. Firing an item would require you to leave the right analog stick (for the camera) to press the button, therefore making aiming in general difficult. After discussion with our testers, we decided to move the fire button to a trigger. Some testers wished for a short tutorial, introducing the controls while others criticised that there is no sprinting button. One playtester even discovered that the jump button had a bug.

### Was there a fruit you specifically liked? If yes why?

We realized that once the players got to know that there is an avocado (and once they were able to recognize and distinguish it from the melon) it was the most loved fruit because of its power to automatically collect nearby fruits. This would lead to the players chasing the one with the avocado but since it was relatively hard to spot players holding the avocado this was a next point added to our list of improvements. The second most loved item was the melon because it is easier to hit players.

## Changes and Trends

### Designated button for orange

As the orange is not used to attack people, but to create a shield, most of the testers preferred to have an extra button for the orange. We plan on implementing this until the final presentation.

### Cool-down for orange

Some testers started spamming the orange to ensure that their shield would be up all the time. This made it impossible for them to be hit during the whole time. To avoid this from happening, we will disable the possibility of spamming oranges. Instead, after eating one orange, they will have to wait for a few second before they can activate it again. Additionally, we will reduce the spawn rate of the orange to ensure that no player will carry 20 or more oranges with him.

### **Sprint button**

We are adding the possibility of sprinting for short amount of times to enable players to avoid attacks more easily. To ensure that they won't run the whole time, we will add a cool-down that disables the sprint option for a short amount of time.

### **Visuals**

Sometimes it was not completely clear for the testers which fruit they were picking up. Especially, the melon and the avocado are both displayed in a greenish color which made it hard for the players to differentiate between them even though the models look different. Also, the shield was sometimes hard to see and the players wished for it to look more like an orange. The last thing that they complained about was that it was hard to spot the person holding the avocado. Therefore, we intend to add some kind of visual effect to the player holding the avocado to make it more clear. We are currently discussing on how we can change the visuals to meet the players' expectations.

### **Tutorial screen**

When we started the game, the testers simply started playing without knowing the exact controls or what the fruits are actually doing. While they had a lot of fun, it was also confusing in the beginning. Therefore, we want to add some kind of tutorial screen at the beginning of the game to introduce the controls and the fruits to them.