Life of Blob

Play Testing Report - 11.05.2015

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1. Recruiting

For the play testing we recruited mostly friends at university but also family members. Only preparations were the latest build of the game and an Xbox360 controller. The play testers were invited one after the other to play the game for as long as they please.

Questions asked:

- What was your first impression?
- How did that impression change as you played?
- Was there anything you found frustrating?
- When/How did you realize how the abilities on the triggers (shields) work?
- Was there a moment, when the controls felt awkward?
- How can you defeat enemies in this game?
- Did you see your highscore?
- Would you describe the game as rather slow or fast paced?
- Why did you die? / Why did you quit?
- What would you have needed to succeed?
- Was it too easy? Was it too difficult?
- Was it clear where an enemy currently looks?
- Were there enough enemies around?
- What ability would you add to the game?
- If you could change one thing, what would it be?

2. Feedback

All players started with testing what all the buttons are for - success was somewhat limited, though.Their initial impression was, that they are overwhelmed and do not exactly know what to do. An introduction screen would be nice.

It got clear pretty quickly, that the controls of the abilities and the dangers in the environment are not understood by the players on first play through. During their first session most players died in some environment, which they basically were not supposed to enter or they became so small that they couldn't see themselves anymore. Though, they all learned their lesson on the second play through - at least for the environment they died in. When confronted with a different environment, they often did the same mistake, but realized it sooner and could leave the environment with less harm. Some players evaded any environment, indifferently of whether they had the shield or not (they didn't know what the shields can be used for).

The water envrionment was sometimes not considered as a danger.

Some players quickly realized, that the shields can be used to enter the specific environments due to the similar looks, but no one ever realized, that they can also hurt enemies. The sting ability was not recognized to do anything until we told them how it worked. Problem ist that there is no visible/audible feedback when using that ability.

The ram ability was understood a bit sooner to do something (was sometimes considered to be running and not attacking) but how to control it took longer to understand.

Enemies were almost instantly recognized as what they are and seeing them running away was considered a good sign. It was also clear to the players, where the enemies look to. Though, once the players learned about the abilities, some of them thought, that enemies could only be defeated by attacking (simply eating them was not considered an option).

In general, the game was considered rather slow paced.

The question what the goal of the game was, was also asked quite often.

3. Scheduled changes

- Make animation for eating / let enemies disappear more quickly when dead or let them "explode"
- Make animations/sounds for the sting ability.
- Maybe: Change sting ability to button-mashing
- Make sounds for the ram ability (especially upon hitting an enemy)
- Show ability cooldown on UI
- Display an arrow while targeting with ram ability to show the player, where they'd be going.
- Include a short description for each ability (text will be displayed, when the ability is being acquired).
- Start the game with no abilities and let the player acquire them one after the other
- Make some description for the loot
- Make damage / slow-down visible
- Make viewing distance relative to the size of the player's blob
- Make speed relative to the size of the player's blob
- Make damage relative to the players size
- Make game more difficult when player is growing
- Make frequency of environmental obstacles change when growing/shrinking (less frequent when growing, more frequent when shrinking)
- Maybe: Display halo around dangerous objects (visualize the collider)
- Add more abilities (shooting, speed boost)
- Make the game faster (movement speed)
- Make rotations slower (too easy the way it is)
- Fix framerate drops at boundary of map
- Maybe: Rigidbody collision for enemy and player (the models shouldl not intersect)
- Balancing...