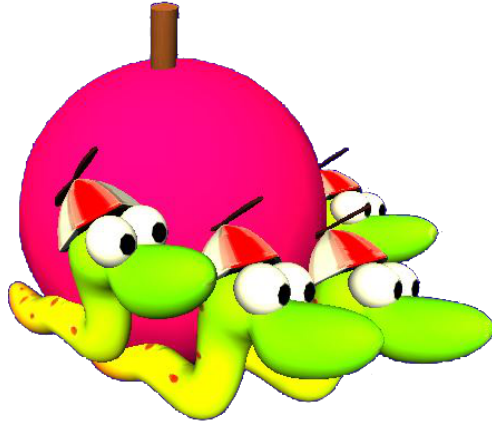


Playtesting Chapter: Starving Worms !

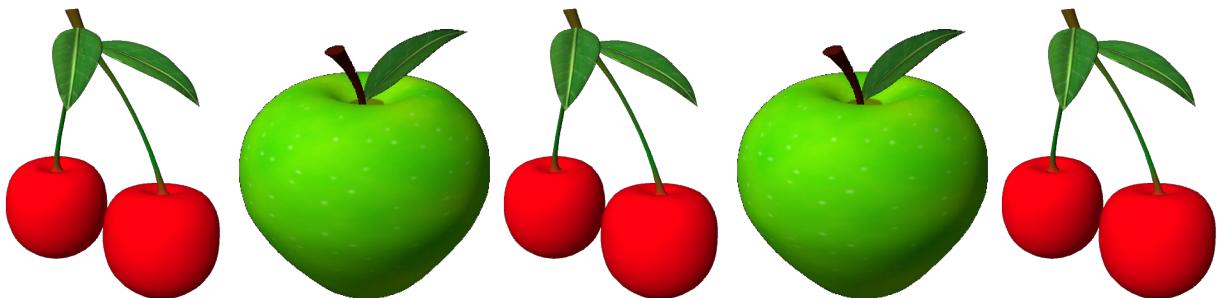


Introduction

As a lot of people own an android device, finding persons which want to playtest the game was easy. Most of them rather wanted to test it at home, than coming to a session. So we decided each of us will do some individual playtesting and depending on the playtester they turn up for a session or they test it at home. So on one side we could see if it was possible to play the game without any other information then the tutorial. And on the other side if they came to the playtesting session we directly saw where they got stuck and we could help them out.

In the end, we gave the game to test to a couple of friends, relatives, and two random people that we asked during a train ride.

The results from the playtesting where like we expected, a lot of people had issues understanding the gameplay and we try to address this issue.



Questions

For the playtesting, we wrote a couple of questions for our testers and they had to fill out a form we gave them. We had to translate it for some people who were afraid to write the answers in English.

The exact form can be found at the end of this document.

Results

Gameplay

For most of the testers, who were familiar with video games, the game was easy to learn. On the other side, for people who are less used to play video games, the understanding of the rules proved to be much harder and complicated. We saw people not understanding the behaviour between changing the season to spring and the growing of the trees. So we need to add some additional explanation into the tutorial. One person mentioned it would be nice to have at the start only one global season and at the next higher level we add the second Season Changer.

Most of the playtesters mentioned that they had not enough energy to do something relevant in the game and they were getting bored during the waiting. So for the second half of the playtesters, we increased the energy growth and the starting energy. The players had a lot more fun, as they could now interact more often but they still needed to be careful with the energy.

One of the concern was also that the game has a very limited lifespan and that the challenge is very repetitive. The goal is to design different levels with different AI's and starting variables like energy and so on.

-> From these results, we decided that two of the focuses for the last week of development are a good rework of the tutorial and an increase of the game's lifetime.

User Interface

The testers had problem to distinguish between the colors on the fields. They could not see if it is spring or summer. The colors for the fall and winter were clear. A playtester mentioned to put the label of the season

changer to the field, or maybe a single tree to indicate the season on it. This issue came for a lot of people so we seriously think about improving this in some way.

Some more suggestions/problems:

- Cost of changes: The players would like to know how much it costs to change a season or a field
- Win/Lose screen: Needs to be bigger and stop the game once it is over
- Flag: tries to grab the 3D Flag instead of the 2D flag
- Borders: not all of them changeable, looks like a bug
- AI more visible: see what the AI changed and the energy of the AI
- Levels: always the same difficulty?
- Worms: how many worms are currently on the field
- Zoom : it should be possible to zoom out a bit more to have a better overview.
- Tutorial: No exit button
- Tutorial video access was strange / not possible
- English language was sometimes a problem. Translations to other languages might follow after the public presentation.
- Sandbox mode, for trying stuff
- Add some text bubbles if a worm comes close to the cherry, with text in it (mine, food, ...)
- Simple modus with only one season changer

-> From these results we decided that a better terrain overview has to be one of the focus of the last week of development.

Concluding remarks

Those playtest sessions were really interesting for us and we were really happy to be able to see people playing and enjoying our game. It was also very useful to have the opinion from people who were not involved in the design process to see the reaction that people have when they first explore the game. This will allow us to put our last effort into the problems that are most relevant for our audience and not the problems that bother us the most. This is really important, because ultimately, we don't make this game for us, but for a targeted audience.

Starving Worms Playtesting

- What games do you usually play?

- How often do you play? _____

- Where do you go to find out about new games? Why there

- What was the last game you purchased?

- What were your thoughts about the game?

- Was it easy to learn the game?

- What is the goal of the game?

- How would you describe this game to someone who has never played it before? What would you tell them?

- Now that you had a chance to play the game is there any information that would have been useful to you before starting?

- Were the procedures and rules easy to understand?

- Was there anything about the interface you would change?

• Is there anything that you did not like about the game? If so, what?

• Was anything confusing? Please take me through what you found to be confusing.

• What elements of the game did you like?

• Who do you think is the target audience for this game?

• Where would you put the game in this matrix?

Ideas to improve the game?