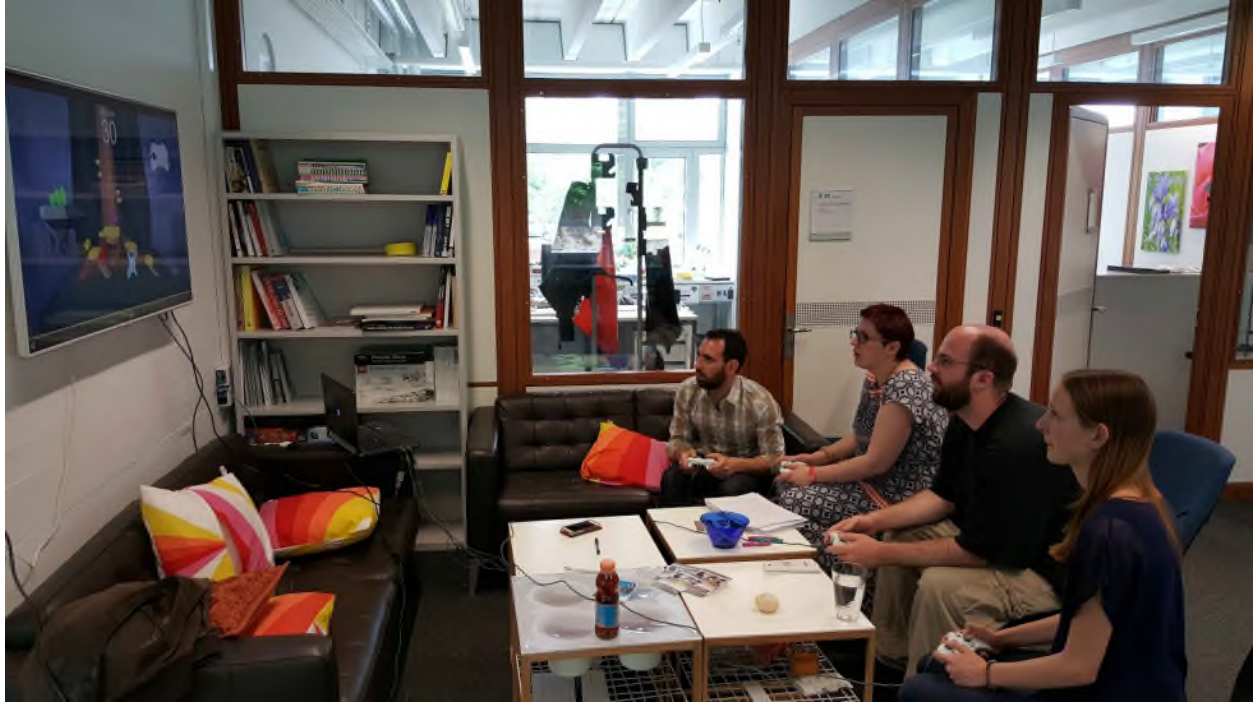


Playtest Chapter



Party Evolution

Jascha Grübel, Renzo Roth, Philomena Schwab, Isabel Schacher

Playtesting 1

Players: Random people sitting the student lounge at the CAB.

The players were not informed about any content of the game and had to explore on their own.

Results

We split our observations depending on the level they played and the number of times a level was played. Additionally we made a second round with increased difficulty.

Level 1 - Forest Run 1

Player in the First Level jump around a bit, but do not know what to do. One player decides to go for the apples and after a while they progress.

Level 1 - Forest Run 2

Player try to get to the apples quickly - no more surprises. I will skip observations for that level now.

Level 2 - Meteor Run 1

Player try to catch meteors and game over.

Level 2 - Meteor Run 2

Player notices life go down and try to avoid meteors. They jump a lot.

Level 2 - Meteor Run 3 and above

Player notice it is simplest to stay on ground and move as little as possible - now it becomes boring for them

Level 3 - Blizzard Run 1

Player do not notice wind and don't know about cuddling. They die without understanding why.

Level 3 - Blizzard Run 2

Player suspect proximity to be what makes them survive but don't notice wind.

Level 3 - Blizzard Run 3 and above

Player stick together and do not die anymore.

Break time and upping the difficulty of the game.

We increase meteor frequency and add wind to the level (meteor level) and we remove wind from the blizzard and add meteors

Now standing still in the meteor level is not an option anymore as they are pushed around. Despite a very high difficulty the players don't want me to ease the options and they need 5 attempts in the meteor level to survive it for the first time.

The Freeze level now gets complicated a well as the players actually have to get away from the meteors and still cuddle.

Upping the difficulty one more - enabling resizing of characters:

The characters now grow and shrink and the players love it. For the blizzard level they try to be fat and slow and for the meteor level small and fast. The mechanics are applied dynamically and the players liked the fast feedback to their playing style and would love this feature to stay in place.

Player requests:

The players asked for more tasks and suggested "inverse meteors" - i.e. stuff coming from below - and "inverse hugging" - i.e. staying away from the other players.

The players liked the mixing of catastrophes to make the game more difficult.

The players liked the evolving of their character according to their game play.

The players want more kind of tasks (i.e. having apples in more levels).

The players want to see new platform levels (they were actually heavily engaged in the first level despite having played it for at least 30 times).

Playtesting 2

Recruited Playtesters: Members of the Cognitive Science Chair

The players were not informed about any content of the game and had to explore on their own.

This playtesting happened after an iteration from the first playtesting. One new level was added in the mean time. Additionally visual and auditive effects for wind were introduced.

Level 1 - Forest Run 1

Player in the First Level jump around a bit, but do not know what to do. One player decides to go for the apples and after a while they progress. They get to the apples by cooperating.

Level 1 - Forest Run 2

Player try to get to the apples quickly - no more surprises. I will skip observations for that level now. (Similar to first playtest)

Level 2 - Meteor Run 1 and above

Player try to evade meteors and survive.

Level 3 - Blizzard Run 1 to 5

Player do not notice wind and don't know about cuddling. They die without understanding why.

Level 3 - Blizzard Run 6 and above

Player n suspect proximity to be what makes them survive but don't notice wind and consequently disregard cuddling as helpful and die some more.

Players are not able to survive without the notice that cuddling indeed was correct.

Level 4 - Hunter Run 1 and above

Player die from the hunter and consequently try to stay on the seesaw.

The players get to play the increased difficulty as well and enjoy the mixed catastrophes.

Results

We want to improve the visual cues to make it easier for players to grasp what is going on.

We can dare more catastrophe combination than we previously thought.

Players enjoy replaying the same level because they focus very much on the group aspect of the game.

We will build some more platform variants to make levels more challenging for players.

Pictures



