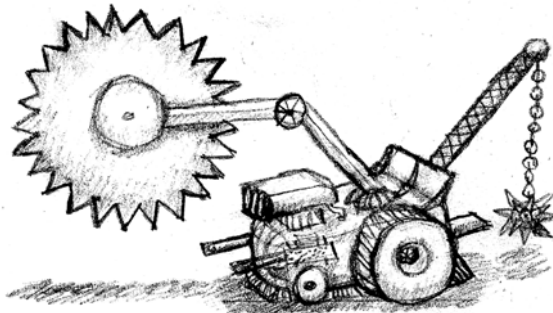


INCREDIBLE BATTLE MACHINES

Game Programming Laboratory
Playtesting report

Huw Bowles
Samuel Muff
Filip Wieladek

Revision: 1



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2. Introduction

We carried out the play testing for Incredible Battle Machines following the guidelines from the project structure document, and as outlined in the lecture slides, fairly closely. The rest of this report is organised as follows.

Chapter 3 of this document gives brief background information for each play tester.

Chapter 4 describes the responses we got when we asked the formal questions.

Chapter 5 lists some feedback that was received when the users were queried for general thoughts / comments / suggestions.

Chapter 6 lists some feedback written down by the students in the VIS room.

Chapter 7 concludes this report.

3. The Playtesters

Person 1: Female, chemical engineer, 24

Person 2: Male, design student, 22

Person 3: Female, student of climatology, 23

Person 4: Male, electrician, 25

Person 5: Male, electrical engineering student, 22

Person 6: Female, Graduated Medecine Student, 26

Person 7: Male, High school student, 15

Person 8: Male, Primary school student, 9

4. Formal Questions

How did the controls feel? Did they make sense?

Person 1: Frustrating, too much sliding

Person 2: Frustrating, accelerates too fast

Person 3: Frustrating, jumps forward from position

Person 4: It's ok for steering but hard for aiming or sudden changes of direction

Person 5: They make sense, but it takes some time to get used to it

Person 6: Very hard, takes time getting used to
Person 7: Kind of intuitive, but the robot sometimes slides too much
Person 8: It is ok to move, but hard to aim

Did anything feel clunky or awkward?

Person 1: The controls, hard to negotiate turns etc, hard to aim.
Person 2: Same
Person 3: Same
Person 4: Controls, sound
Person 5: The sound is quite annoying after a while
Person 6: The sound was annoying
Person 7: The rockets would not hit even if aimed perfectly
Person 8: some weapons didn't make sense

What was your first impression?

Person 1: Graphics nice, robot uncontrollable
Person 2: Graphics nice, robot uncontrollable
Person 3: Graphics nice, robot uncontrollable
Person 4: Looks cool
Person 5: You have done this in just 2 months?
Person 6: Looks like any other game
Person 7: Nice game, robot uncontrollable, gui not polished
Person 8: Cool effects

How did that impression change as you played?

Person 1: Didn't change too much
Person 2: Controls became more friendly
Person 3: Controls became a little more friendly but still had issues
Person 4: Looks very cool (I love the meteors)
Person 5: Not that much
Person 6: easier to control and not die by falling off
Person 7: robots became controllable
Person 8: not much

Was there anything you found frustrating?

Person 1: The controls in general
Person 2: The controls, being unable to jump the bridge sometimes. Some weapons
Person 3: Controls, and game was a bit too fast, missiles too powerful
Person 4: Falling off the map
Person 5: If your car has none of the good looking useful weapons, whereas the others have

Person 6: Always ended up in negative score due to suicide
Person 7: only the missiles and grenades were useful
Person 8: aiming

Did the game drag at any point?

Person 1: No
Person 2: No
Person 3: No
Person 4: No
Person 5: No
Person 6: No
Person 7: No
Person 8: No

What was missing from the game?

Person 1: Hiding places, larger map, more interesting elements in the map
Person 2: Larger / more interesting map, explosive crates
Person 3: Larger / more interesting map
Person 4: More maps, A story/Introduction. Why do they fight each other?
Person 5: More maps, Well balanced weapons
Person 6: Introduction, what is the point?
Person 7: Polished weapons
Person 8: Map, needs to be bigger and more interesting

If you could change just one thing, what would it be?

Person 1: Assuming controls fixed, improve the map
Person 2: Assuming controls fixed, improve the map
Person 3: Assuming controls fixed, improve the map
Person 4: Improve controls
Person 5: Balance weapons
Person 6: Story
Person 7: Balance out the weapons, make it possible to dodge rockets
Person 8: Map

If you were to give this game as a gift, who would you give it to?

Person 1: A kid
Person 2: A young person
Person 3: A young person
Person 4: A student, someone who has a lot of free time

Person 5: A student, someone who has a lot of free time

Person 6: My Husband

Person 7: -

Person 8: -

Describe the objective of the game.

Person 1: Kill the other robots

Person 2: Kill the other robots

Person 3: Kill the other robots

Person 4: Kill your enemys more than they kill you

Person 5: Kill your enemys more than they kill you

Person 6: Survive

Person 7: Destroy the other robots

Person 8: Destroy the other robots

Was the objective clear at all times?

Person 1: Yes

Person 2: Yes

Person 3: Yes

Person 4: Yes

Person 5: Yes

Person 6: Yes

Person 7: Yes

Person 8: Yes

What types of choices did you make during the game?

Person 1: None, too busy concentrating on controlling

Person 2: None, too busy concentrating on controlling/conflict

Person 3: None, too busy concentrating on controlling/conflict

Person 4: None, don't know

Person 5: Not to use the grenade launcher and the machine gun anymore

Person 6: How to not fall down

Person 7: When to use EM pulse

Person 8: None

What was the most important decision you made?

Person 1: No answer

Person 2: No answer

Person 3: No answer

Person 4: Don't know

Person 5: To use the EM-pulse as my primary weapon

Person 6: -
Person 7: Use Em Pulse and rockets combo
Person 8: Use Em Pulse and rockets combo

What was your strategy for winning?

Person 1: Not fall off level
Person 2: Stay near health crates
Person 3: Not fall off level
Person 4: Not fall off the map
Person 5: Use the EM-pulse to stop the enemy and then shoot him with the missiles.
Person 6: Never won
Person 7: Use Em Pulse and rockets combo
Person 8: Use Em Pulse and rockets combo

Did you find any loopholes in the system?

Person 1: No
Person 2: No
Person 3: No
Person 4: No
Person 5: No
Person 6: No
Person 7: The Em Pulse and rockets combo
Person 8: THE Em Pulse and rockets combo

How would you describe the conflict?

Person 1: Uncontrolled / unstrategic
Person 2: Fast paced
Person 3: Fast paced, random
Person 4: Agressive
Person 5: Hectic
Person 6: Very fast paced
Person 7: fast
Person 8: fast

5. General Feedback

- Graphics nice, felt finished
- Controls need work
- Did not find HUD useful, was hard to check in game
- Joining and starting the game was non-obvious for people who werent familiar with the lobby concept

- The different dynamics of the different weapons were not discoverable in the short time of the play testing session - for example, noone figured out what the EM pulse does
- Machine gun not useable, impossible to aim
- Grenade launcher useless in current state, not effective in battle situations
- Hints regarding directions and logical flow in GUI not clear at first. After it became clear where the UI directive hints where, then UI was generally useable.
- Jump was potentially a good element but too hard to clear, and bridge in level too hazardous
- Easy / hard difficulty levels that change the physics and logic behavior to make the game more playable (i.e. level of autoaiming in machine gun)
- Make cars slower
- Make cars able to dodge the missiles without using the em pulse
- Make the gui a bit intuitive and use system messages
- More hulls please!

6. VIS Feedback

In addition to the play testing, we were also fortunate to receive feedback from the students in the VIS office.

- Camera movements too sudden
- Would be useful to see which weapon is selected
- Ability to name the vehicles
- More powerful weapons

7. Conclusion

The feedback we received while doing the playtesting was overall fairly positive. There are clear issues regarding the controls that need to be worked on, the map needs to be upgraded and the game play needs to be tuned.

However, as significant as these issues were, the game was generally found to be fun even in its current unfinished state. Our playtesters came from fairly diverse backgrounds, but all were able to identify with the goal of the game, and all were observed to be having fun while playing, when they weren't struggling with the controls.