

2016

Playtest Report

NATE'S NEMESIS: MONSTER ATTACK

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SHERPA GAMES | Sheridan College | March 28th, 2016

INTRODUCTION

We will be playtesting our game *Nate's Nemesis: Monster Attack* in an attempt to identify any insufficiencies that there may be within the first prototype of the game. We will be looking at the rate of error for the controls; as well as checking to see whether or not the players have an understanding of what is going on within the game.

OBJECTIVES

During this playtest we will be checking the following...

1. Whether or not the UI is intuitive, if the player is able to figure out how to use the game
2. If the players understand the best use of all the abilities
3. If they understand what is going on visually; being able to tell units apart etc...

PLAYTEST SETUP

MODERATORS

Keltie Wright and Michael Andrews will act as moderators. They will each be assigned to a child to observe and record their play habits.

NUMBER OF TESTERS

There will be 2 testers both 13 years old. Each play tester will play one round on the iPad and one round on the iPod. Testers will be compensated with drinks from Tim Hortons and Candy.

DATE/ TIME/ LOCATION

Monday March 28th 2016 from 3:30 – 4:30 in the Sheridan College playtesting room S213 in the SCAT building. Post and Pre-test surveys will be completed on paper.

REQUIRED EQUIPMENT

One iPad and iPod with the latest build on both will be needed. The papers for the pre/post-test surveys and debriefing questions will need to be printed off prior to the arrival of the testers. A TV to entertain the children while they wait will also be needed.

Nate's Nemesis: Monster Attack

PRE-TEST SURVEY

17 March 2016 / 12:00 PM / ROOM S213

Name: _____

Age: _____

Gender:

- Male
- Female

On average how many hours a week do you spend playing games?

- 0
- 1-6
- 7-14
- 14+

What system(s) do you normally use to play games?

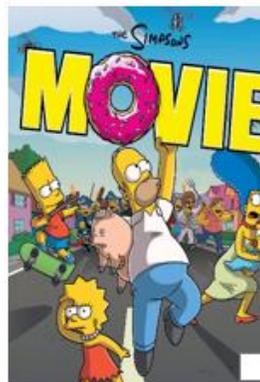
- XBOX ONE
- XBOX 360
- PS3
- PS4
- PC
- Wii U/ Wii
- DS
- Phone/ Tablet
- Other (Please Specify)

What kind of games do you play?

- FPS (ex. Call of Duty)
- Casual (ex. Candy Crush)
- RPG (ex. Mass Effect)
- MMO (ex. League of Legends)
- Social (ex. Farmville)

Be sure to fill out the back as well

Which of these movies do you like? (Please check all that apply to you)



RESULTS

Player 01

Q1: Name :

Not Available

Q2: Age :

Not Available

Q3: What is your gender?

Male

Q4: On Average how many hours a week do you spend playing games

7-14

Q5: What system(s) do you use to play games

PC

Wii U / Wii

Q6: Which of these movies do you like?

Harry Potter

Transformers

Mean Girls

Simpsons Movie

Q7: What kind of games do you play?

FPS

MMO

RPG

Player 02

Q1: Name :

Not Available

Q2: Age :

Not Available

Q3: What is your gender?

Male

Q4: On Average how many hours a week do you spend playing games

7-14

Q5: What system(s) do you use to play games

XBOX ONE

XBOX 360

PC

Phone / Tablet

Q6: Which of these movies do you like?

Godzilla

Harry Potter

Simpsons Movie

Teenage Mutant Ninja Turtles

Justice League Unlimited

Q7: What kind of games do you play?

FPS

RPG

Social

MODERATOR SCRIPT

Before beginning the playtest ensure that you have all of the required papers and surveys ready for the participants.

Introduce yourself, say your name and position.

Explain what this playtest is about:

Thank you for coming you will be participating in a play testing session for the game Nate's Nemesis: Monster Attack. I am just going to quickly walk you through what will be going on today so you know what to expect. First you will be filling out a pre-test survey, this will just help us to gain a little bit of insight on you. Then you will be going to play the first level of the game on an iPad and then again on an iPod. Once you have completed the level on both devices you will be coming back with your tester for a short discussion and a post-test survey. Throughout the playtest please voice any concerns you may have and if you need any clarification please ask.

Sit them down and give them the pre-test survey.

Once tester is done take two of the testers to try the game. Give one the iPad and the other the iPod.

While you play the game we do ask that you feel free to voice your opinions and try to always talk about what you are trying to do in game. For example, "oh there's something shiny over there I think I'm going to go check it out." During this playtest we will be watching how you play and making notes but we are here to judge your play or how good you are at the game so feel free to play in any way you want.

Prompt players to start the game.

While they are playing use the following prompting questions to make the testers continue talking:

1. What are you trying to do there?
2. What is it you think you need to do?
3. How do you think you do that?
4. What would you normally press?
5. Are you lost?
6. What do you think that/ those are/ is?
7. Is there anything else that you think you could do?
8. What are you thinking right now?
9. What are you supposed to be doing right now?
10. What is frustrating/ making you happy right now?

Once players have completed the level bring back your tester to your designated table and have a discussion about the game using the Debriefing questions

- 1.** What was your first impression of the game?

2. What was your favourite moment while playing?
3. Were the controls easy to understand?
4. How hard do you feel the game was?
5. Did you know you were about to win/ lose/ (Dependent on their outcome while playing).
6. How useful were the abilities for you?
7. What are you fighting?
8. What were the abilities?
9. Who were you playing as/ what was it?
10. Where did this game take place/ how did you know?

After talking to the tester about the game have them fill out the post-test survey. Give them their compensation and thank them for their time.

DEBRIEFING QUESTIONS

What was your first impression?

Player 01: I was a monster guy being attacked by army guys and needed to throw rocks at them to beat them. Tower defense game.

Player 02: Thought that it reminded him of a tower defense game.

What was your favorite moment?

Player 01: Getting to figure out the game and how it played.

Player 02: Liked being able to keep tapping everywhere and kill everything.

Were the controls easy to understand?

Player 01: Simple and easy to understand.

Player 02: Simple controls that were easy to use.

How hard do you feel the game was?

Player 01: Not too difficult. It seemed on par with other mobile games.

Player 02: Does get progressively harder and started to feel overwhelmed when buildings filled up.

Did you know you were about to win/lose?

Player 01: Had no idea how to win and was surprised when they did.

Player 02: No, other than difficulty ramping up.

How useful were the abilities for you?

Player 01: Did not notice the buttons in the corner when on the iPad and used rock throw only.

Player 02: Pretty useful.

What were you fighting?

Player 01: Military. Tanks, soldiers, and helicopters.

Player 02: Military. Helicopter, jet, army men, tank.

What were the abilities?

Player 01: Throw Rocks. On tablet play through they could see and tell there was a laser attack.

Player 02: Laser, which they know how to use, Roar, and basic throwing rocks.

Who were you playing as?

Player 01: Godzilla orange little creature.

Player 02: Squirrelzilla

Where did this game take place?

Player 01: Tokyo, because it naturally fits with Godzilla

Player 02: Toronto, because they were on the CN Tower.

GENERAL OBSERVATIONS

- It took a bit for them to notice enemies were in building and that they were being shot at.
- Did not rapidly tap they were more specific with where they were tapping until they were used to the game.
- Started by charging Sonic Scream.
- Took a bit to use abilities.
- Would not throw rocks while waiting for abilities to charge.
- How to kill the jet was not clear.
- Made it to the final wave the first try.
- Tried to throw rocks at helicopter and when that didn't work they tried the laser next.

Nate's Nemesis: Monster Attack

POST-TEST SURVEY

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Name: _____

Please check the box that best represents the way you felt with regards to the questions in the left-hand column.

	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree
I enjoyed playing this game.	<input type="checkbox"/>				
The game was frustrating.	<input type="checkbox"/>				
If I could, I would play more of the game.	<input type="checkbox"/>				
I feel like the basic attack was useful.	<input type="checkbox"/>				
I could tell what each enemy unit was.	<input type="checkbox"/>				
I forgot to charge my abilities often.	<input type="checkbox"/>				
Sonic Scream was useful.	<input type="checkbox"/>				
Laser vision was useful.	<input type="checkbox"/>				
I liked the character I was playing as.	<input type="checkbox"/>				
I looked at the health bar often.	<input type="checkbox"/>				
I could always tell how much health I had left.	<input type="checkbox"/>				
I knew when I was going to lose/ win.	<input type="checkbox"/>				
I enjoyed the music.	<input type="checkbox"/>				

I enjoyed playing it on the Ipad more than the Ipod.

I would recommend this game to other people.

RESULTS

Player 01

Q8: Please check the box that best represents the your feelings in regards to the statements in the left hand column

I enjoyed playing this game.	Agree
The game was frustrating	Strongly Disagree
If I could, I would play more of the game	Neutral
I feel like the basic attack was useful	Agree
I could tell what each enemy unit was	Agree
I forgot to charge my abilities often	Strongly Agree
Sonic scream was useful	Agree
Laser vision was useful	Strongly Agree
I liked the character I was playing as	Strongly Agree
I looked at the health bar often	Disagree
I could always tell how much health I had left	Strongly Disagree
I knew when I was going to Lose/Win	Strongly Disagree
I enjoyed the music	Neutral
I enjoyed playing the game on the Ipad more than the Ipod	Strongly Agree
I would recommend this game to others	Agree

Player 02

Q8: Please check the box that best represents the your feelings in regards to the statements in the left hand column

I enjoyed playing this game.	Agree
The game was frustrating	Neutral
If I could, I would play more of the game	Strongly Agree
I feel like the basic attack was useful	Strongly Agree
I could tell what each enemy unit was	Strongly Agree
I forgot to charge my abilities often	Agree
Sonic scream was useful	Agree
Laser vision was useful	Strongly Agree
I liked the character I was playing as	Strongly Agree
I looked at the health bar often	Agree
I could always tell how much health I had left	Strongly Agree
I knew when I was going to Lose/Win	Neutral
I enjoyed the music	Agree
I enjoyed playing the game on the Ipad more than the Ipod	Strongly Agree
I would recommend this game to others	Strongly Agree

RECOMMENDATIONS

All recommendations from previous playtest are still standing and should be taken into consideration when moving forward.

1. Implementing the wave system counting down from 5 to 1 might help with creating incentive for the players to keep going. They would also then be able to recognize when they are about to win/ lose.
2. Chunks of the health bar could be animated to break off when a lot of damage is done to draw the player's attention. Also showing the health bar fill up before the waves begin when the game first starts could help draw the players attention to it, showing them that it is something important. A colour change would also be useful (orange red and green based off of Squirrels colours).
3. Maybe go with auto charge for the abilities. Still let the player choose what they will use but have them both charge/ recharge at the same time so the player does not have to worry about this so much. When they are finished charging there could be an animation that draws the attention of player to them (grow in size then shrink back down to normal).

CONCLUSION

It should be noted that players were able to identify their surrounding and the character they were playing as, however based on the feedback we have received it has become clear that players do not know how to use the abilities properly and as a result do not make use of them. Unfortunately, this renders the Laser Vision and Sonic Scream useless in the player's eyes, specifically Sonic Scream. In addition, the players do not seem to pay much attention to anything outside of tapping the screen to rock throw and as a result are unaware of their health throughout the entire game.

Whether or not the UI is intuitive, if the player is able to figure out how to use the game

At this current time rock throw and laser vision are used the most. The player's do not use the health bar to see where they are at.

If the players understand the best use of all the abilities

Currently they do not and only the laser vision is being used if at all.

If they understand what is going on visually; being able to tell units apart etc...

For the most part they can tell things apart and are aware of where they are in the game space.

APPENDIX

Full and individual responses from pre and post-test surveys can be found here:

<https://www.surveymonkey.com/results/SM-RN6G3FBW/>