

GAME DEVELOPMENT
METHODOLOGY

USER FEEDBACK REPORT

FIRST DEVELOPMENT CYCLE

GROUP 1



UNKNOWN PLANET

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WORKSHOP

USERS

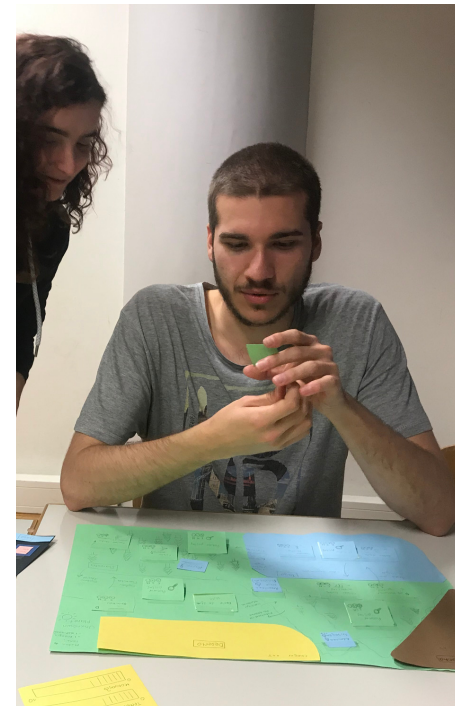
A little bit about the users with whom we interact

The users we chose for our workshop were coherent with the focus group we described in the previous report.

We chose 5 users (three males and two females) who we were familiar with well enough to know they fit into the seeker, mastermind or achiever player types or sub-types.

The sample of users we had access to were all Portuguese, and all of them belonged to the 20-25 age gap.

Our users have different gaming routines and playstyles but they all identify as regular casual gamers.



WORKSHOP PROCEDURE

How was our workshop organized?

Our workshop took four days to complete as we wanted to meet privately with each of the people from our focus group. The first workshop was held the 20th of March at 15:00, and the last the 24th of March at 13:00.

In each workshop we presented the user with our paper prototype and started by explaining the rules and the backstory of the game. After everything was set, we asked the player to go ahead and start the game.

We used the Think-aloud method to follow the players through pattern and monitor their activity.



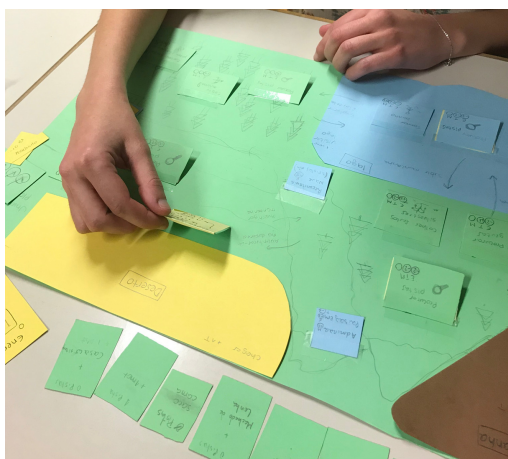
Throughout the game we answered any questions the players had and asked some of our own (these questions were not pre-planned).

We took note of any relevant comments or actions made by the player which led us to the conclusions we will present in the last section of this report.

WORKSHOP PROCEDURE

How was our workshop organized?

We asked the users to play the game several times, so we could see how their behaviour changed as they got more accustomed to the mechanics.



NEGATIVE FEEDBACK

⊖ FROM OUR WORKSHOPS ⊖

What our focus group wants us to improve

Here is some of the feedback we received from our focus group during the workshops:

1. The Windows called “looking for clues” should simply be called “exploring”. Even after finding all the clues, when you are looking for the spaceship there is still a reason to open those windows but you are not looking for clues anymore, you are looking instead for items or motivation.

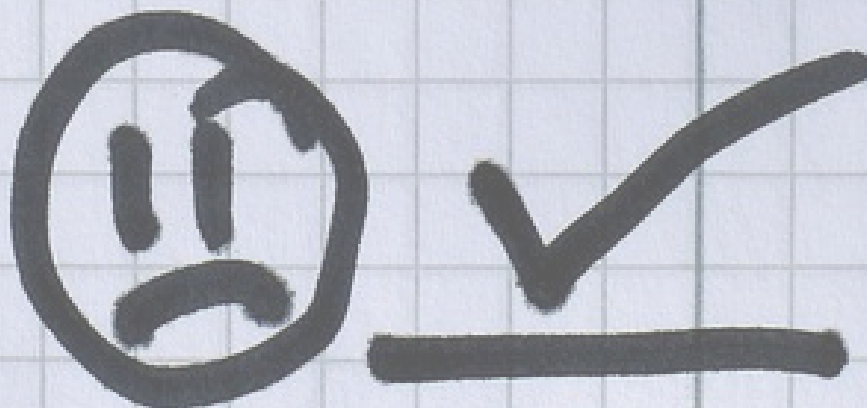
Therefore, the words “Exploring area” ou something similar would make more sense: exploring the area you can find clues or items.

2. There are not many reasons to go to the mountain, the majority of the players avoids going there for almost the whole game.

There are still 2 motives for the player to go to the mountain:

a. To “admire the landscape”, which is one of the only things that allows the player to earn +2 motivation points. This is enough of a reason to go to the mountain when someone is not very motivated.

b. While hunting animals in the forest only garantees +1 energy (without a weapon), in the forest picking fruits gives +2 of energy at the cost of temperature.



NEGATIVE FEEDBACK

⊖ FROM OUR WORKSHOPS ⊖

What our focus group wants us to improve

3. The game is easy both in easy and medium mode. Also, The game is more engaging when its harder.
4. Players responded negatively to the blizzard mode. They don't have patience to roll the dice every other move. Also, its complicated to calculate the modifiers to the numbers during the game.
5. It is weird to be able to perform some actions twice in a row.
For example, drinking water or hunting twice is something everyone os going to do. We might change it so the player has to flip a coin, if it lands on heads he hunts an animal. It it lands on tails nothing happens, its as if the animal ran away.
6. The 2-hour/2-energy limit imposed on daytime sleeping was found to be too restrictive and unappealing.
Possible Change: raise this limit to 3 so that the player is more incentivized to search for a place to sleep, allowing the energy to be refilled by 3 bars on daytime sleeping. However, the player is only able to sleep once per day (excluding nights) in order to avoid infinite energy recharging.



NEGATIVE FEEDBACK

⊖ FROM OUR WORKSHOPS ⊖

What our focus group wants us to improve

7. Starting the game exactly on the first hour of the day and having a full sun-filled day seems strange and inorganic.

Possible Change: Each difficulty level starts the game in a different part of the day, for example: EASY - starts at the third hour of day cycle, allowing for 10 hours of actions before the night cycle begins; MEDIUM - starts in the middle of the day, allowing for 6 hours of daylight; HARD - Starts by the end of the day, allowing for 3 hours of daytime.

8. When the player gets the hang of it, after collecting some equipment, the game becomes significantly easier, albeit still enjoyable.

9. The motivation bar false dilemma of do-or-die is unexpectedly disappointing: the player expects that motivation levels have different effects on, for example, the player's energy. Instead, the player simply dies/loses by not keeping the character motivated, thus rendering high levels of motivation useless/meaningless.

Possible Change: High levels of motivation allow for motivation-for-energy trading. For instance, if the player has 3 levels of energy and more than 7 levels of motivation (8, for e.g.), the player can spend 1 of motivation to fill 1 level of hxs energy bar.



POSITIVE FEEDBACK

⊕ FROM OUR WORKSHOPS ⊕

What our focus group wants us to keep

Here is some of the **positive** feedback we received from our focus group during the workshops:

1. Players responded positively to the end of the game where you not only need to find all the clues, but also to have enough energy to go back to the spaceship.
2. We had positive feedback on our card system, where you can either get a clue or an object to help you in the game.
3. Players showed enthusiasm for the complexity of our game and all the detail we thought about.
4. The storyline that we created behind the game seemed to make sense and help the players enter the mood we wanted.



MORE SUGGESTIONS

⊕ FROM OUR WORKSHOPS ⊖

What our focus group suggests us to improve

One player suggested that the players initially start with either a random or a chosen item from all existing items.

The idea was well received, tested, and the results were mostly positive. The only drawback was that the game's difficulty is lowered by this mechanic, especially when the player gets to pick both the starting item and the starting location.

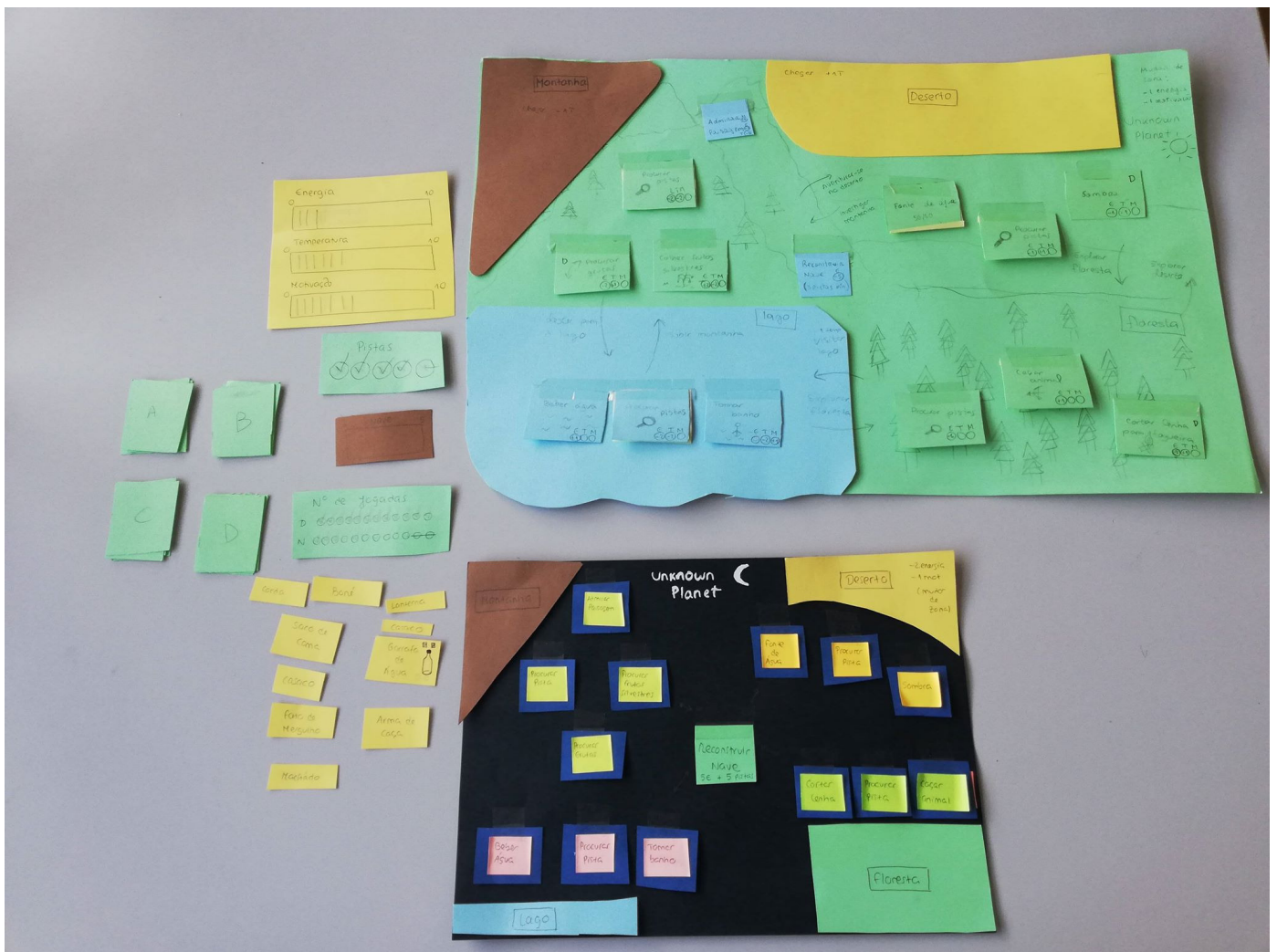
Possible Mechanic: Not allowing the player to have a choice on the item and/or location, i. e., the player can either choose a starting item or location, not both or any, randomly picking the remaining option(s).



SUGGESTION

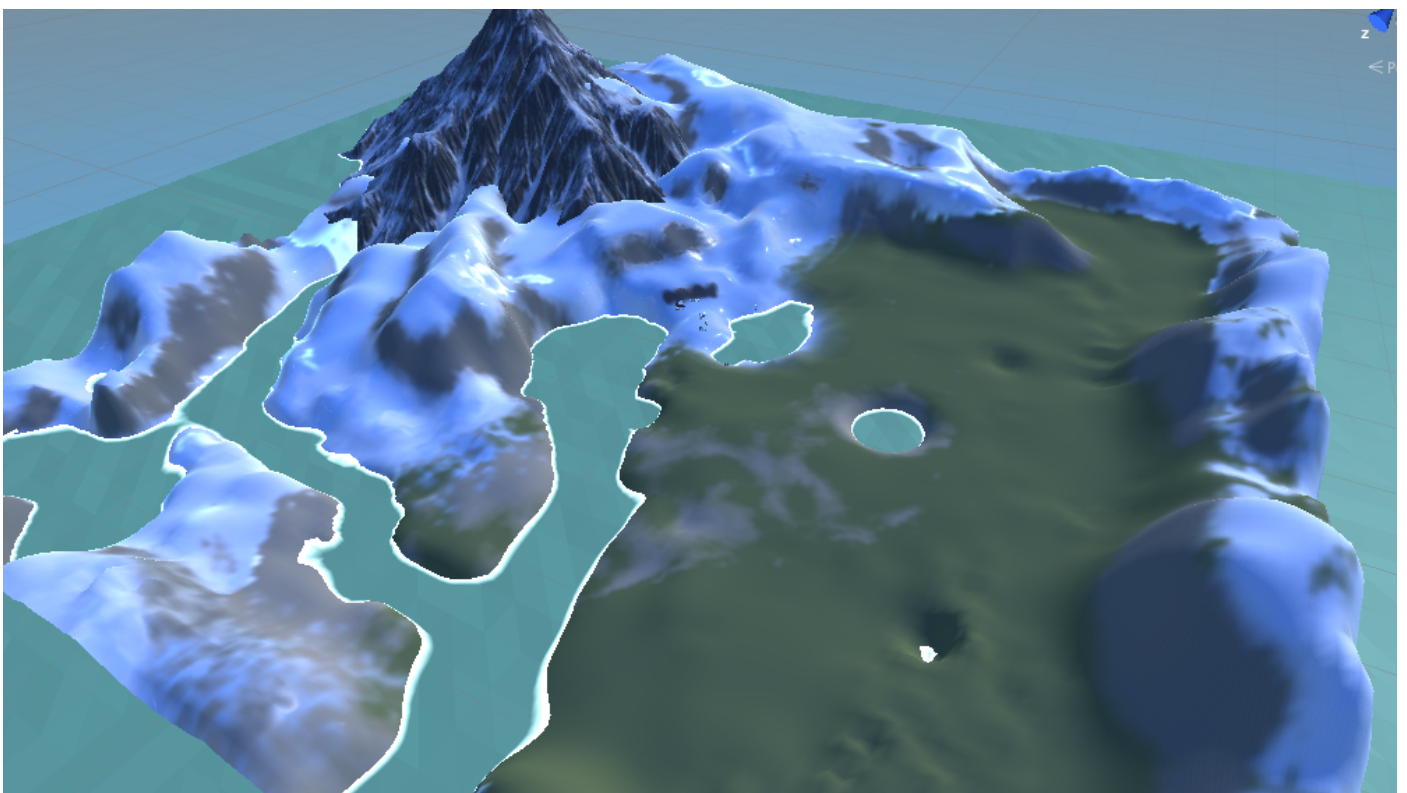
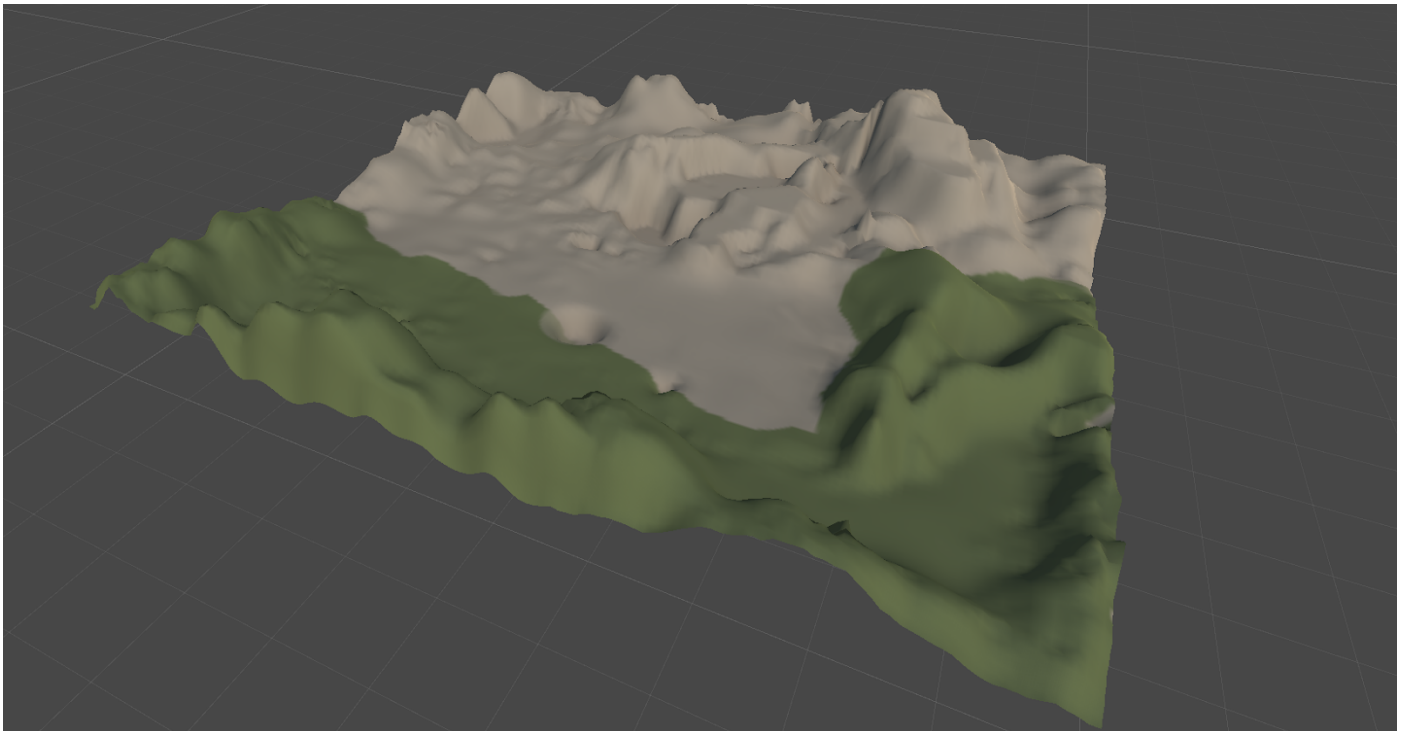
PROTOTYPES PHOTOS

Low-fi Prototypes



PROTOTYPES PHOTOS

Tech Feasibility Prototypes





HOW LONG CAN YOU SURVIVE?

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