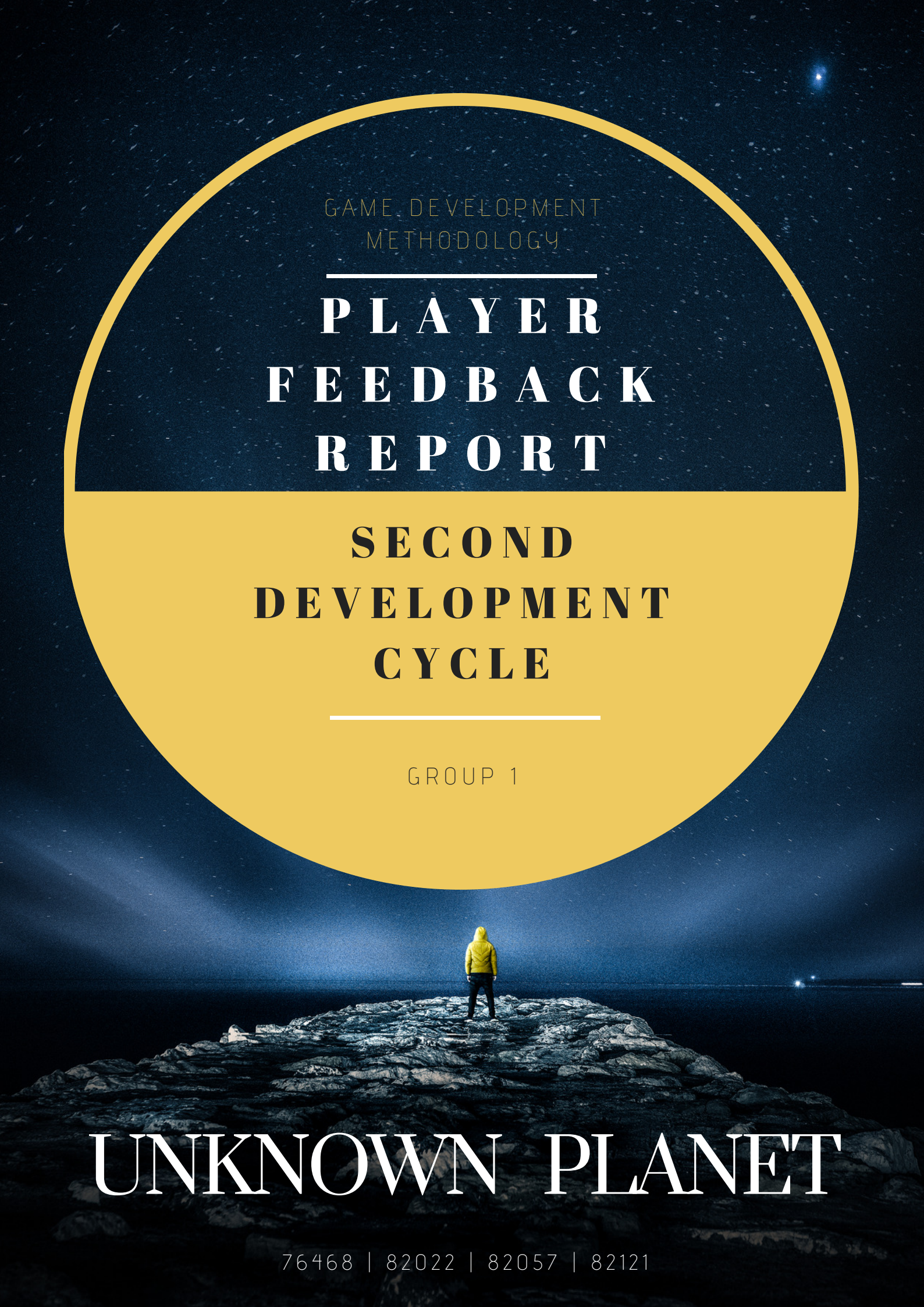
GAME DEVELOPMENT METHODOLOGY

PLAYER FEEDBACK REPORT

SECOND DEVELOPMENT CYCLE

GROUP 1



UNKNOWN PLANET

76468 | 82022 | 82057 | 82121

TABLE OF CONTENTS

TESTS GOALS

What are our main goals in doing these tests?

SEE REACTIONS
OF DIFFERENT PLAYERS

GET FEEDBACK
FROM THE CONTROL AND PRESENTATION SCHEMES

DEFINE THE FINAL SCHEMES
AFTER ANALYZING ALL THE RESULTS

CLARIFY SOME QUESTIONS
WE HAD ABOUT SCHEMES

TESTS PROCEDURE
USERS AND OVERVIEW DETAILS

What users did our tests and what details were behind the tests?

Our tests took place on the 24th of April, with **2 different people,** individually.

All of them had already played on our paper prototype, and so they were already familiar with the concept of our game.

For our testing sessions, we first started by making each one of the users test our tech prototype without giving them any previous indications. Since they had already tested the paper prototype in previous workshops we wanted to see how they would react to what we have now without any further explanation.

Our goal was to see how players interacted with the control and presentation schemes implemented and gauge their reaction when presented with diferent possible options for those schemes. We started off the game demo with the control and presentation schemes defined by us and monitored the players interaction with it.

Only after that did we start probing the player with diferent options we had for each of the schemes while asking for their feedback in a non-stuctured conversation. We changed the game settings when possible so the player had the chance to experiment with diferent schemes and we took note of his behaviour.

When it wasn't possible to change the game settings we still presented the player with the options we had to obtain feedback, through explanation and drawings.

These and other details will be referred to in greater detail in the next sections of this report.

TESTS PROCEDURE
STEPS

How were the tests done?

First, we we presented our control scheme and gave the player the prototype, asking him to **discover/experiment with the game.** We also asked him, at the same time, to **speak out loud**, so that we were able to evaluate his reactions without relying only on what we saw.

This step lasted an average of **7 - 10 *minutes***

Second, we had a **feedback discussion** session with him, in which we presented in detail our control and presentation schemes, and also some alternatives to some of the aspects we were in doubt with.
We changed what we could so the player could experiment with other schemes and gather more feedback.
Although some of the schemes were not implemented or could not be changed on the spot we still dicussed those options to see how the game could go more according to their preferences.

This step lasted an average of **10- 12 *minutes***

Third, we made a **summary of conclusions and feedback** together with the user to know if we understood everything.

ALTERNATIVES EXPLORED

BARS AND MOVEMENT OPTIONS

What alternatives did we present as possible to have?

Keyboard:

WASD for movement:
W to move forward
S to move backwards
D to move to the right
A to move to the left

We had a conversation on whether the **WASD** scheme or the **keyboard arrows** scheme was more intuitive. The WASD scheme won both times as it is more ergonomic and common in these types of games.

Another thing we tested was the position of the three bars on the screen. We positioned them on the top left corner by default but then changed them around to the other corners of the screen and took note of the players reactions. The prefered option was to put the bars stacked on the lower right corner of the screen or aligned at the bottom. [as seen in the next page]

ALTERNATIVES EXPLORED

PREFERED BARS OPTIONS

What alternatives did we present as possible to have?

Bars aligned at the bottom

Bars stacked in the bottom left corner

ALTERNATIVES EXPLORED

INVENTORY OPTIONS

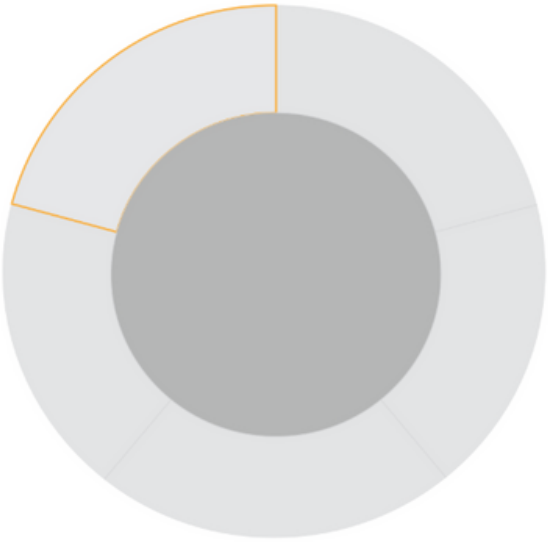
What alternatives did we present as possible to have?

B to open a pop-up with the items in the backpack (Inventory). We tested this option with the **B key** (for backpack) or the **I key** (for Inventory). We tested both options with the players. It might be a trivial detail but the feedback we got was that the I key was more ergonomical. Although the B key was more "fun" as it turned the inventory into a backpack and imersed the player more into the game story.

We also considered the option of the inventory already being on screen, but conluded that having a key pressed for the inventory gave the player the feeling of having more control over his actions. The inventory will also disapear after that same key is pressed, and not with another key such as the **esc key**.

We also had two inventory layout prepared. A horizontal bar one and a circular one. We implemented only the horizontal one but asked for feedback on both with the images below. One of the players prefered the horizontal on while the other one prefered the circular option.

Horizontal inventory



Round inventory

ALTERNATIVES EXPLORED

PREFERED INVENTORY OPTIONS

What alternatives did we present as possible to have?

Horizontal inventory at the bottom

Horizontal inventory at the top

ALTERNATIVES EXPLORED

OTHER OPTIONS EXPLORED

What alternatives did we present as possible to have?

The following options were not implemented, therefore the feedback obtained was only a result of conversing with the player.

E key to interact with game objects vs using a mouse click. For example, to drink water from a river when standing beside it or to pick up objects. The feedbak for this control was mixed, but from our feedback an E press might be more engagig for the player. Using the mouse click for every action might make the game boring.

Shift to sprint- This idea was well received with no other alternatives presented.

To use an item from the inventory we discussed whether to select them with the mouse or use numbers to select the items slot number [**1 to 5**]. The feedback we got was that the best option would be to include both options, but to if the players had to chose one they would go for the numbered slot.

PLAYERS' REACTIONS
MAIN RESULTS

What reactions and feedback did they give us about the schemes?

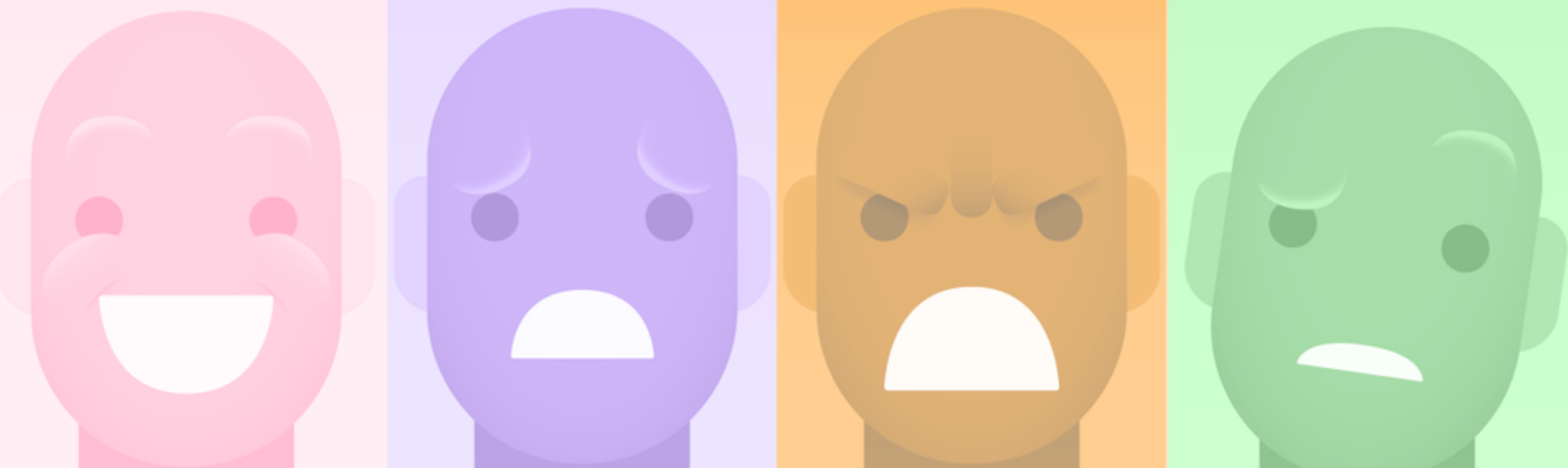
Keyboard:
For movement the players imediately went for the **WASD keys**. The arrow keys were forgotten until we bough them up.

When told there was inventory in the game, the players looked intuitively for the **I key** to open the inventory, To close the players looked for both the i key again, or the escape key. The B key was not thought of until we asked about it. The players reacted positively to using the B key to stand for a Bag of items. However, it is not as intuitive or eargonomic.

E key for interacting with objects and shift for sprinting were well received. interacting with objects using the mouse instead of using the E key was also suggested.

Bars of energy, temperature and motivation:
The most favourable positions for the bars were stacked in the left bottom corner or aligned at the bottom.

Inventory:
The inventory had mixed opinions. Half of the people prefered the rectangular one and the other half prefered the circular one. To use the items both using the number corresponding to the item slot or using the mouse had positive reactions. With the current display, the inventory was preferred to be at the bottom near the bars, instead of anywhere else. Players pointed out they would prefer the spaceship parts found to be presented on another seperate section on-screen rather than on the inventory with the other items.



CONCLUSIONS

What were the main conclusions we got from the tests?

Control Scheme:
WASD for movement
I key to enter and exit the horizontal inventory
E key to interact with objects in the game
Shift to sprint
1-2-3-4-5 to select items from the inventory.

Presentation Scheme:
The presentation scheme will be the three bars aligned at the bottom with the horizontal inventory appearting above them.


HOW LONG CAN YOU SURVIVE?
76468 | 82022 | 82057 | 82121