PLAYTEST PLAN

THIRD DEVELOPMENT CYCLE

GROUP 1

UNKNOWN PLANET

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PLAYTESTS GOALS

What do we want to find out?

1. MAP EXPLORATION. DOES THE PLAYER SPEND AN EQUAL AMOUNT OF TIME IN EACH AREA?

2. LEVEL OF CHALLENGE. IS THE CHALLENGE WELL BALANCED? IS THE GAME TOO EASY OR TOO HARD IN SOME PARTS? ARE PLAYERS EVER BORED?

3. GAME FLOW. ARE PLAYERS FOCUSED ON THE GAME WHILE THEY PLAY OR DO THEY LOSE INTEREST ALONG THE WAY?

4. PLAYERS UNDERSTANDING OF THE GAME. CAN PLAYERS PLAY ON THE OWN OR WILL THEY ASK US ABOUT THE RULES ALL THROUGHOUT THE DEMO?

PLAYTESTS PROCEDURE

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

Procedure

Our sample will consist of a random selection of people who attend the event.

The playtesting will consist of observation on the field at a game event, MOJO. All the members of our group will be present. We are planning on having two laptops on the table so two users can test the game at once. There will be two members of the team for each laptop, one of them assisting the user more closely by explaining what they have to do while the other one takes notes of any occurrences and makes sure the data is being collected.

Initially we will hand the player a card player with the backstory of the game and the main controls. He can keep this card all through his session. We will answer any questions the player has and reassure him we are testing the game, not his performance.

Right before the demo starts we will start screen recording the laptop.

The testers will not be told specifically what we are testing for until the end of end of the play session.

We ask the player to voice his thoughts (as in the Think Aloud method) during his play session so we can take note of anythings unexpected.

We will take photos as the event goes on.

At the end we will hand the player a questionnaire to fill and talk to him about his experience.

DATA GATHERING TECHNIQUES
HOW WILL WE COLLECT DATA?

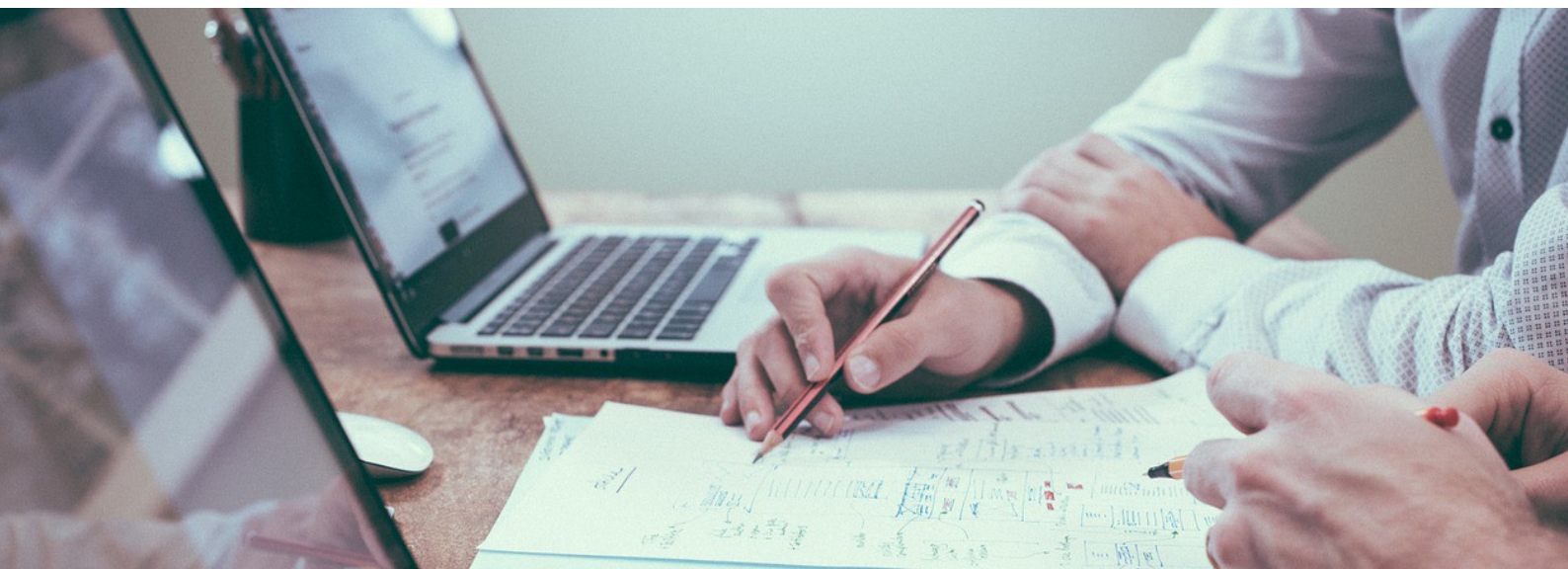What data will we gather from the event and how we will collect it.

Take notes --> We will take notes on how many questions the players will ask us throught the demo. We want the players to able to figure things out on their own. We will note down anything the players feel like they have to ask, but were expected to find oud for themselves. We will also take note of any other behaviour or comments we find relevant.

Screen recording --> We will record the screens of the players so we can later go back and review which areas of the map they explored. We expect the players to spend an equal amout of time in each area and we are testing for that. We can also note how many players finished the game and how many died to help us test for the difficulty of the game.

Unity Analytics probe --> We can use this to record play time of the player. We are planning the demo to run for 10 minutes. By measuring the time we can find out if the spaceship part was too easy or too hard to find.

Questionnaire --> We will have a questionnaire for the player to fill at the end of the session for us to gather qualitative and quatitative data. With this questionaire we want to find out about the game flow experience. We expect the game experience to be fluid from beggining to end and want to find out if we can keep the players attention.

Photos --> We might not take much data from photos, but maybe players posture or facial expressions can clue us in on their feelings with the backup of the other data we collect.

PLAYER QUESTIONAIRE

Collecting data after the prototype was tested.

We adapted part of our questionnaire from the Flow Short Scale by Rheinberg, Vollmeyer, and Engeser (2003; cf. Engeser & Rheinberg, 2008) and added some more questions that we felt were necessary.

Have you played other survival games? *

○ Yes

○ No

Compared to other survival games you have played, this one is … *

○ I haven't played other survival games

○ Very Easy

○ Easy

○ About the same

○ Difficult

○ Very difficult

What kind of games are you used to playing? *

☐ MMO (ex.: World of Warcraft)

☐ RTS (ex.: Starcraft, Age of empires)

☐ Survival (ex.: Don't Starve, The Long Dark)

☐ FPS (ex.: CS GO)

☐ RPG (ex.: The Witcher 3)

☐ MOBA (ex.: League of Legends)

PLAYER QUESTIONNAIRE

Collecting data after the prototype was tested.

How satisfied were you with the following? *
1 = Not at all 4=Partly 7 = Very much

	1	2	3	4	5	6	7
I felt just the right amount of challenge	O	O	O	O	O	O	O
My thoughts/activities ran fluidly and smoothly	O	O	O	O	O	O	O
I did not notice time passing	O	O	O	O	O	O	O
I had no difficulty concentrating	O	O	O	O	O	O	O
My mind is completely clear	O	O	O	O	O	O	O
I felt totally absorbed in what I was doing	O	O	O	O	O	O	O
The right throughts/movements occured of their own accord	O	O	O	O	O	O	O
I knew what I had to do each step of the way	O	O	O	O	O	O	O
I felt like I had everything under control	O	O	O	O	O	O	O
I was completely lost in thought	O	O	O	O	O	O	O
I felt like something important to me was at stake	O	O	O	O	O	O	O
I felt like I musn't make any mistakes	O	O	O	O	O	O	O
I was worried about failing	O	O	O	O	O	O	O

PLAYER QUESTIONAIRE

Collecting data after the prototype was tested.

How did you feel during the game? *

- ☐ Bored
- ☐ Challenged
- ☐ Curious
- ☐ Lost
- ☐ Excited
- ☐ Pleased
- ☐ Sligthly irritated
- ☐ Other: _____

How long do you think you played for? *

Choose ▾

What did you enjoy the most? *

Your answer

What did you enjoy the least? *

Your answer

What could we improve? *

Your answer

Give Uknown Planet and overall score:

	1	2	3	4	5	
Poor	○	○	○	○	○	Excellent

ANALYSIS METHODS

How will be analise the data we gathered?

From the notes we take we will do a thematic analysis of any common behavious we notice, as well as an average of the number of times a player needed help.

From the screen recordings we will also gather an average of the time the player spends in each area as well as how many people finish the game and how many players die. We will compare the metrics we get we the ones we currently expect.

The Unity Analitics will tell us the average time players took to complete our demo.

From the questionnaire we will average out the score of the numeric scales and analyse the multiple choice answers with graphs (we want to find our which answers were the most common). From the open questions we can do a thematic analysis.

DEFINING THE SAMPLE

What part o fthe game will we test?

Introduction (2 min)
Introducing ouselves and the game. Asking players to participate in our playtesting session.

Warm-up (5 min)
Giving the player understanding of our gameplay story and basic controls. We will hand the player a sheet with the important controls in a sheet he can keep until the end of the demo.

Play session (10 min)
We start the screen recording, take notes, pictures and make sure the data logs are recording.
- The players lands in the map, in the forest area.
- The player explores. He can find and use some items such as finding a woodchopper to gather wood. He will only be able to explore the forest and mountain areas of the map.
- The player either finds the spaceship part or dies along the way.

Post session (5 min)
We talk to the player about his experience and give him the final questionnaire.

Wrap-up (2 min)
We thank the player for his participation and maybe give him a sticker with our game logo.

HOW LONG CAN YOU SURVIVE?

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