PLAYTEST REPORT

Play Test Session 1

Play testers: Robert Patru and Daria Petcu

General feedback:

It's hard to test this prototype properly as the players cannot stop themselves from looking at the screen they're not supposed to look at.

Is the game concept fun, or does it have potential to be fun?

It could be fun it was more complicated, with more diversity in the obstacles. This level could be good as a tutorial.

From 1-5: 4 from Robert (based on the idea), 3 from Daria.

Did the players feel like there was enough communication between them?

Yes. Maybe use naval navigation terms as a way to force the players to use them for moving the ships.

Did both players feel engaged enough? What would help to make them feel more engaged?

The map one had more things to do, and there was not much engagement from the person looking around.

Could add collectibles like coins to collect that you can observe from Player 1 perspective. Add a big penalty for losing a ship. Add sounds of despair when losing a ship.

How difficult was it to identify each ship on the map?

Easy. Colors make it obvious which boats are which.

Play testers: Arthur and Andreas

Is the game concept fun, or does it have potential to be fun?

1-5: Arthur: 3.5, Andreas: 4

Arthur sees a potential for ships to move like ships. Instead of having the ships always move in one direction, pick a diagonal at which they move (for example 45 degrees).

Would be cool to see moving storms as obstacles. Moving obstacles would add to the challenge. Ships could be running into each other in the original path and the player must move them away from each other.

What if there were 4 different players controlling their own ships.

There could be one player who places obstacles and tries to destroy the other ships.

Did the players feel like there was enough communication between them?

Yes. Could see being more fun if there was more chaos and things to have to communicate.

Adding more difficulty in identifying the ships could be fun, but there should be an introduction scene that allows player 1 to get an overview of the scene with the different ships.

Andreas liked both roles, he thinks he prefers the role of moving the ships. Both roles felt engaging enough. Arthur preferred moving the ships role.

Play Testers: Wouter Sloof and Wilhelm Daudeij

Too much to focus on from the beginning. Over time it becomes fun after learning how it works.

Emphasis on making the fun have a difficulty over time. Have an introduction with only 1 ship and 1 obstacle. The game is too difficult.

The two play testers failed completely both times, and there was a lot of chaos while they were communicating. They complained about how there was too much information.

How much fun: Wouter 2.5 for now but 4 for potential, Wilhelm 3, the game needs to have more as it will become stale over time.

Takeaways from Playtest Session 1

Problems found

Based on the feedback, we can conclude on 3 potential problems.

Problem 1: Having 4 ships in the first level would be way too much, even if there is not much to communicate, as the players get dizzy and don't notice all the boats directly.

Problem 2: Unanimously, testers preferred playing the role of moving the boats through the map. This means that the roles are not currently balanced in terms of entertainment. This could be due to the prototype not being very developed in terms of the idea that we have. It could also be due to the environment being very empty.

Problem 3: The game was fun for the short amount of time that it was played, but play testers expressed how the game would get stale and boring with the current diversity of obstacles and things of the kind.

Potential Solutions

Problem 1:

- Tutorial level with one boat
- Small 5 second cutscene showing a top-down view of the entire map, moving into the first-person perspective (suggested by play testers).

Problem 2:

- Do nothing but continue the path currently taken for making the game. The feedback might not reflect on a polished game with more developed mechanics and the world observed is currently quite empty making it boring for the 1st player.
- Add things to do for Player 1, like tasks that are not directly related to the goal of the game but that need to be done to be able to continue.

Problem 3:

- Once again, this problem might be resolved just by continuing the development. We already had plans to create different obstacles and have ships that are more difficult to describe, so this feedback might not reflect a real problem for the final product.

Play Test Session 2

To what degree does navigating the ships require enough communication between the two players?

1-5

Conclusion: Players thought there was enough they needed to communicate about, to the point that there was too much even. There is too much the players need to talk about between ship identification and navigation.

Summary:

- *Too much to communicate about at once between identification and navigation.*
- *Players didn't know what info they needed to communicate*

5

Too chaotic, too much information, working on different information, multitasking made it hard to communicate

3

A lot of communication needed, but didn't get any

¾

Page should be more to the left and then it should be fine

4

Lack of feedback for harbours and guide is in the way, smaller guide

To what degree do you feel like you got enough info to identify to which bay ships needs to go?

1-5

Conclusion: There is enough information to figure out which ship is which, but player 2 doesn't have enough time to read the guide while also navigating.

Summary:

- There is enough information given, but not enough time to go through it
- The guide should be shorter with less text

2 wouter

Symbol made it seem like all were sailing ships

Colour of the flag to what kind of ships it is

A lot of reading

Text should be shorter, less text

Used location to identify ships, locating where it should go is really hard

More time inbetween introduction of mechanics

1

No info

Player 1 doesn't know which bay is which or even what bays are

Goal isn't clear

2

Too little time to figure out where ships need to go while also coordinating ships

4

Not enough time

Highlight parts of sentence, make it into a list

How intuitive is the UI for player 2

1-5

Conclusion: There should be more feedback about how turning the ships works and in what direction they are moving, as well as if they crashed or got to a bay. It's not clear a guide exists and when players figure it out the guide has too much text/info.

Summary:

- *More feedback on what way a ship is going and turning*
- *More feedback on if a ship reached the correct bay or crashed*
- *It's not clear you can click on the guide or scroll in the guide, and it has too much text/info*

3.5

Guide button was good and clear location

Map looked good

Guide was too long, too much text

Not clear how turning work, curved arrows to more clarly indicate

Unclear how much boats turn with one press

2

Buttons where clear

But no feedback on if ships are rotating and they're rotating too slowly

Not clear that you can scroll down in guide

Should be clearer that guide can be opened

Too busy to try and figure out there is a guide

No feedback on if a ship got to the right harbour

3.5

Guide is in the way

Not super clear that the guide can pop up, should be highlighted more

Not sure how turning works, more feedback on how turning works

As player2, should have arrow showing in what direction ships are moving, would also make it clearer how turning works

3

How was the difficulty ramp-up and what elements contributed to it negatively?

1-5

Conclusion: The game is way too hard. There's too much to juggle between navigation and identification and it's too chaotic. There is a difficulty rampup, but it starts out with too much. There should be a tutorial or more time for players to learn the mechanics in a safe environment. More of a break before multiple ships start appearing.

Summary

- *It starts out way too hard with too much to learn. The mechanics should be introduced one by one in a safe environment*
- *Add more of a break inbetween waves of ships*

1

There was a rampup, but too hard from the beginning, two boats while players are still learning making it too chaotic

2

Way too hard

Start with one boat, multiple boats only once one ship is at a bay

2

Too difficult from the start also cuz of lack of feedback and input lag

Already struggling with one ship when a second one appears

No rampup, only rampup was that there were more difficult

Not too difficult from the start

Ships should spawn from different directions

Change location spawn and distance for ships for more variation

2

Any other feedback?

Conclusion: More Give a notification when a new ship appears, and show players what the different ships and objects are before the game starts, through for instance a legend.

- *Add notification when new ship appears*
- *Have a legend that shows what objects look like before they appear*
- *Ships appear to be underwater sometimes because of the waves animation*
- *Not clear there were invisible obstacles for player 2*
- *Ship turning is slow and feels delayed*

All the other stuff

Give a notification when a new boat appeared

Give a clear difference between boats at the beginning

Image of boat to show which boat is which, legend with photos to show what each object is

No
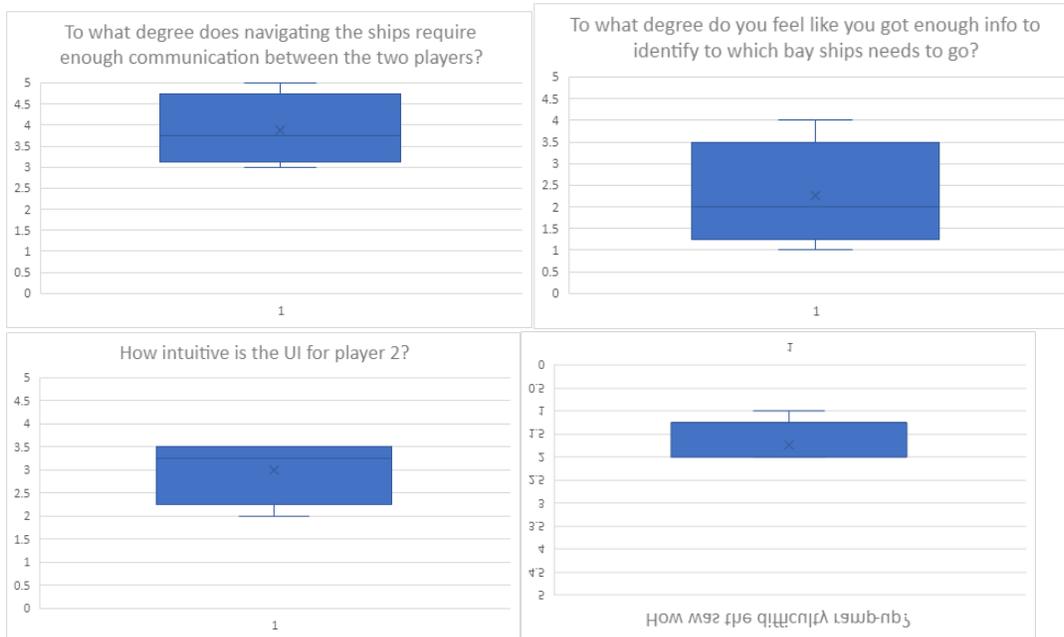
Play Test Session 3

Play testers:

Playtest Session 3	To what degree does navigating the ships require enough communication between the two players?	To what degree do you feel like you got enough info to identify to which bay ships needs to go? 1-5	How intuitive is the UI for player 2?	How was the difficulty ramp-up and what elements contributed to it negatively?
1	5	3.5	4	3
2	5	3.5	4	3
3	3	4	4.5	2.5
4	2	4	4.5	2.5
Mean	3.75	3.75	4.25	2.75
Standard Deviation	1.5	0.288675135	0.288675135	0.288675135

To what degree does navigating the ships require enough communication between the two players?

To what degree do you feel like you got enough info to identify to which bay ships needs to go?

How intuitive is the UI for player 2?

How was the difficulty ramp-up and what elements contributed to it negatively?
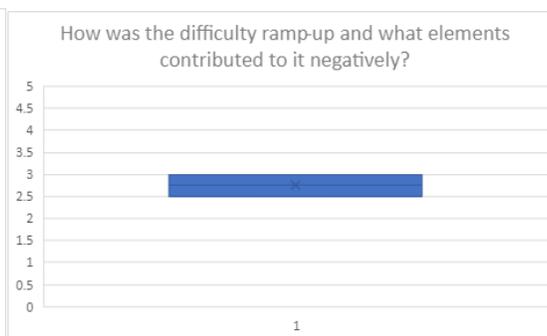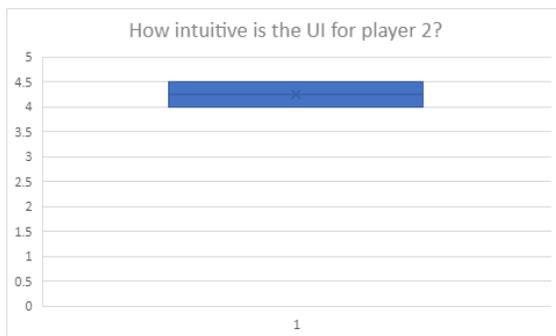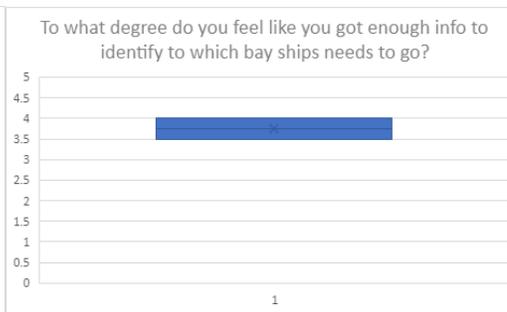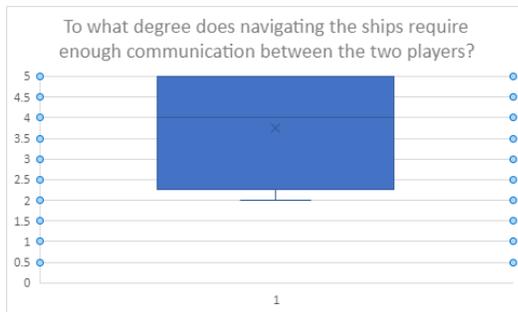
Other notes

Simplify notes / too much text, but players still don't understand what to do.

Players didn't try to innitially commicate

Wasn't clear that they needed to press ships, and ships switching is rough

Didn't find the guide

show what towns are which for spotter don't know, didn't know they had to go to specific towns

switching ships is rough

Conclusion

Tutorial should have less text and more visuals to accompany it

More visual distinction between the towns for the spotter

Player 2 was able to figure out on their own much of the navigation, only needed to tell player 1 how big the rocks were

Not too hard,could have more ships at the end

Namses give it away too easily

You slowly get more info the longer a ship is on the waters

for coordinator let them speed ships in short bursts