Planetary Control

Testing Report

Team Saber

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Design questions for test sessions:
- Which gameplay mode is easier for players to control the units?
- Is it smooth to change between gameplay modes?
- What action might not be intuitive for players to do during both gameplay modes?
- How does this game balance between both players?

Pre-test questionnaire

1. Gender

   Male   Female   Other

2. Your gamer type

   Casual gamer   Hardcore gamer   I'm not a gamer

3. How often do you play games?

4. Have you played any strategy game before? What's the name of it?

5. Have you played any action game before? What's the name of it?

Post-test questionnaire

1. Do you think it is easy to understand how to play this game?

2. How do you think of the game pace?

3. Do you have any suggestions for this game?

Session1

Number of people:
1 participant
Location: CSIL Lab on Burnaby Campus
Gamer type: Participant is a female SFU student aged 22 from Computing Science major. She indentifies herself a hardcore player who like challenge all kinds of different games. She enjoys most exploring the new world and socializing with her friend in role-play games.

Procedure: I told the player our game is still under development and this first prototype just showcases how our core loop looks like. I also introduced our game concept why we decided to combine turn-based strategy and 3rd person shooting. She mentioned she has played fire emblem before. She said she is not a fan of 3rd person shooting but she played Fortnite with her friend a year ago.

Pictures:
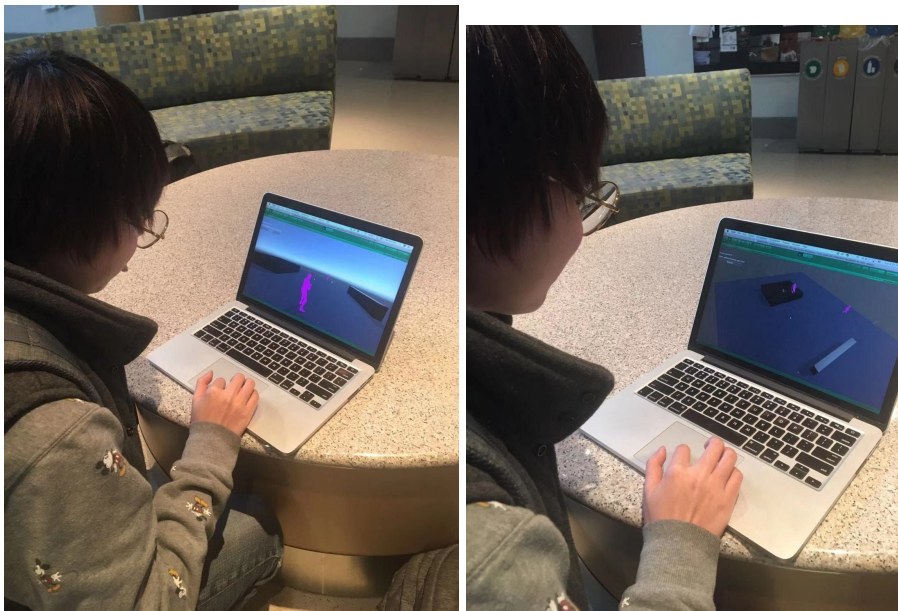
Feedback:
She was lost in the first place because she could not find a way to start the game. After a couple of tries, she found out she has to search for a game first.

She suggested to implement a tutorial to show players how to check unit's move range and use jump up/down ability. She complained about the movement of the unit on the tiles is wired.

She felt the transition between two modes after an attacking is not very intuitive and she did not know what to do in the game for the first time. She advised to add an interactive message on the screen to tell players they are about to switch in the 3rd person shooting mode.

Session 2

Participant #2: SFU Engineering student
Location: one of the team member's house
Tester info: Casual gamer with around 4 years of gaming experience. Achiver and challenger type of player.
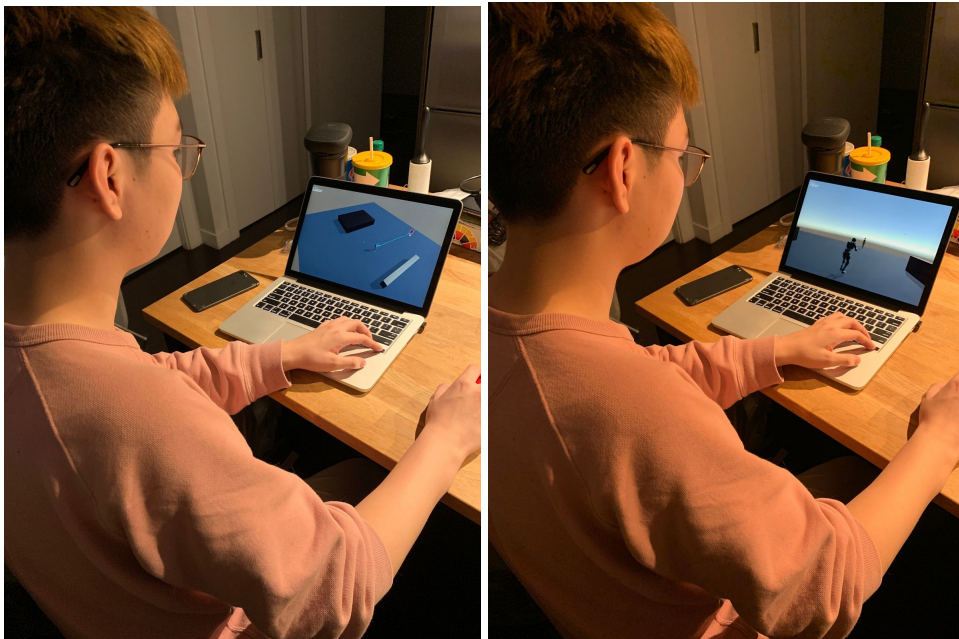
Procedures: I explained to the tester about our game concept so he can get a rough idea about the game type. Then he was told to explore the game map freely by himself.
Feedback: He seems a little confused about why there's a column following the mouse and then clicks on the designated location. When the gameplay mode changed from isometric to third-person shooting, he was surprised about the sudden change and feel it lacks explanation about what's going on. But it seems easy for him to move the character by pressing "wsad" and space bar to jump. Besides, he suggested us to adjust the shooting direction more since right now it has both mouse arrow and aiming point on the screen, which distracted him a lot.

Session 3

Participant #3: College student, female, age 23, she identifies as a casual gamer that plays strategy and shooting games a couple times a month for fun. She has played games like League of Legends as well as Fortnite.
Location: Cafe
Procedure: The playtester was given no instructions and was told to act on instincts in order to have an unbiased opinion about the game. All we did was boot up the game for the playtester.
Feedback: The playtester was able to figure out that clicking on their own unit and clicking on the enemy unit was part of the game loop, When the game went into the third-person

shooter gameplay, the playtester knew right away how to move and shoot as we use common controls to move and shoot such as wasd, spacebar, and mouse click. The playtester told us that the game was easy to pick up and she knew what to do right away.