**Playtesting Reports:**

Procedure (same for all sessions):

We told the players that the game was an isometric strategy game with a twist as I wanted them to be surprised by the third person battle. Other than that I let the playtesters play through the game by themselves.

Session 1

Setup:

This playtest will involve 1 tester. The location will take place in a room. The setup will involve my laptop, mouse, mousepad, and a sufficient sized table.
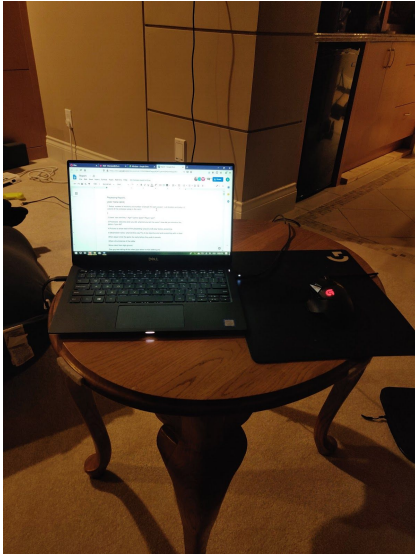
Users:

A university student, aged 23, hardcore gamer, enjoys moba, fps, mmorpgs, autochess.

Pictures:

Observation Notes:

When the player ends the game too early before they walk it cancels the movement in progress. Did not know they could walk with WASD in the 3rd person view. Won the game.

Reflection:

I learned that the game has a lot of bugs that need to be fixed. I also learned that little things such as indicators make a lot of difference even if they're miniscule such as a turn indicator. The conclusion that I can make is that the game is still in early development but it still needs more improvement in terms of UX/UI as well as minor bugs. The game itself however is very unique based on the playtesters.

Session 2

Setup:

This playtest will involve 1 tester. The location will take place in a room. The setup will involve my laptop, mouse, mousepad, and a sufficient sized table.
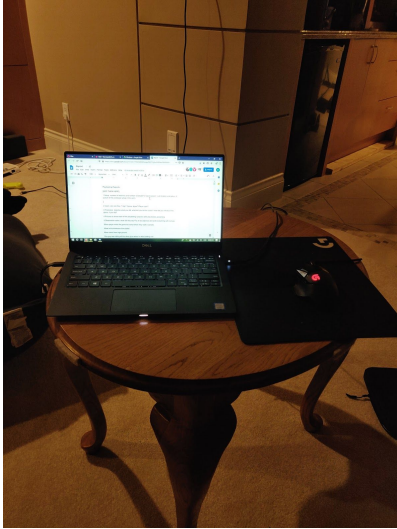
Users:

Bachelor degree in computer science, aged 23, casual gamer, enjoys fps and mmorpg

Pictures:

Observation Notes:

When the player enters the third person battle they should not be allowed to shoot the other enemies except the one being targeted. The player commented that the 3rd person shooter mode was really cool. Won the game. Went around the whole map to explore.

Reflection:

When we create the game we understand the goals and think that all other players would do so as well. However, In this scenario we know that targeting an enemy unit means you must kill that unit, therefore we avoid trying to kill the other units whereas playtesters who don't know our desired goals target the other units in the 1v1 scenario which is beneficial to us as we now know that this bug exists.
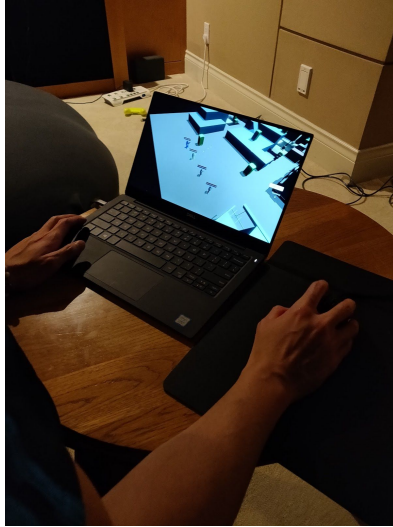
Session 3

Setup:

This playtest will involve 1 tester. The location will take place in a room. The setup will involve my laptop, mouse, mousepad, and a sufficient sized table.
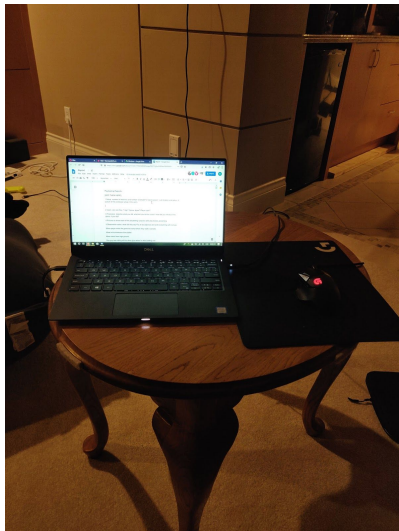
Users:

University student, aged 23, competitive gamer in csgo, enjoys fps, autochess

Pictures:

Observation Notes:

Tried to climb the ladder in third person, hard to click some units in the camera view when they were behind cover. The enemies were also hard to click in general, should make the hitbox bigger as their unit would just walk over the enemy without engaging in battle. Commented that they never played a game like this before. Won the game. Said the map was really big in a good way.

Reflection:

When experienced gamers play test games they instinctively know that certain objects in a game can do certain things such as being able to climb ladders. We found that the experienced gamers tend to find advantages through any means even climbing a ladder. Experienced games also expect things like hitboxes to be at a comfortable range when clicking on units, therefore they tend to click fast and what seems to be the range of the unit. Making the hitbox bigger will cater to these fast aimed clicks.

Session 4

Setup:

This playtest will involve 1 tester. The location will take place in a room. The setup will involve my laptop, mouse, mousepad, and a sufficient sized table.
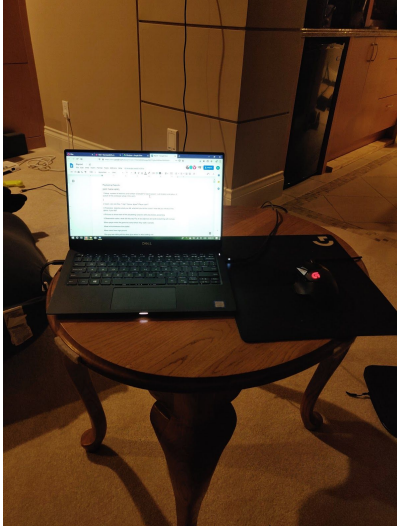
Users:

Studying massage therapy, aged 23, competitive gamer (top 15% in Dota), enjoys moba games.

Pictures:

Observation Notes:

Game should notify when it is your turn. Cannot shoot against the wall as the bullets will fly over, same goes for the enemy. Bigger hitbox in isometric view on enemies. Rushed all their units forward without thinking of strategy. Lost the game but said he wanted to see what would happen.

Reflection:

When you play a game you partook in creating you tend to want to play it the way it is intended as you designed it that way but having playtesters helps, because they purposely try to break

the game sometimes and in this case this playtester was able to do that. This helps us find bugs that we would otherwise not have known about.

Session 5

Setup:

This playtest will involve 1 tester. The location will take place in a room. The setup will involve a desktop pc, mouse, keyboard and prototype.
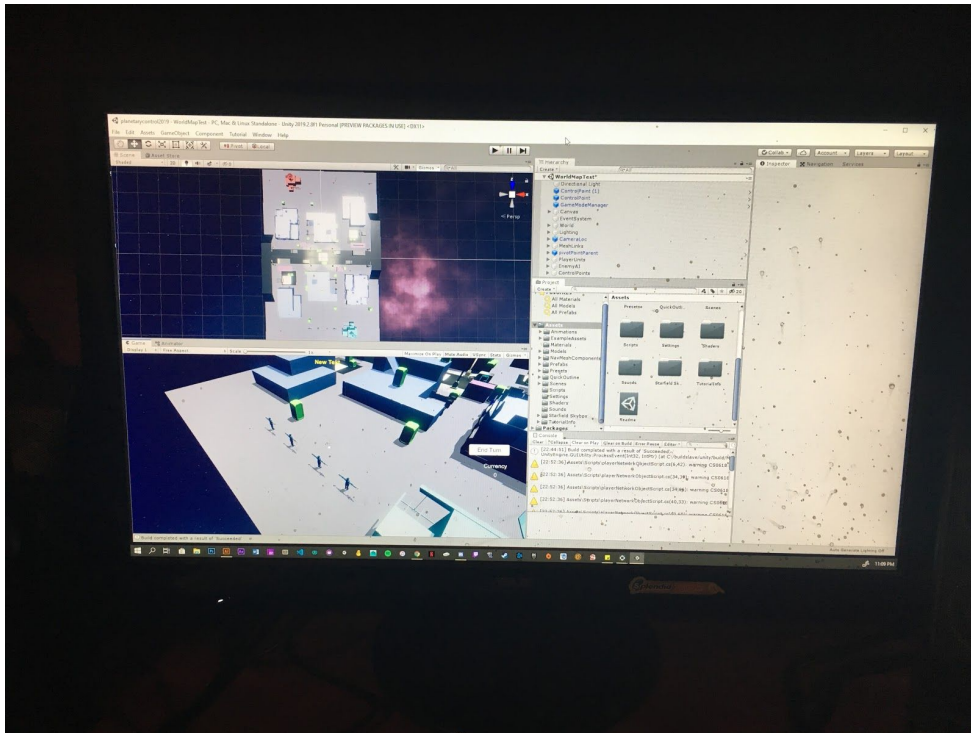
Users:

A university student, aged 25, casual gamer, enjoys shooters and story driven games.

Pictures:

Observation Notes:

The player got confused about what they were supposed to be doing. They liked how the pathing was able to show them the path to any location.

Reflection:

Game is playable and the user can understand how to move their units around. Some movements can seem "janky" like the camera transition into the third person mode and the units getting stuck. Pathing is cool and the control points could be a bit clearer visually that they are control points (the color makes them seem significant, but visually they dont look like something the player can control).