Playtesting 1:

Tester: Graduate Student - Casual Gamer

Setting: This playtest will involve one playtester and they will not be told what to do. The setup will involve a laptop and a mouse.
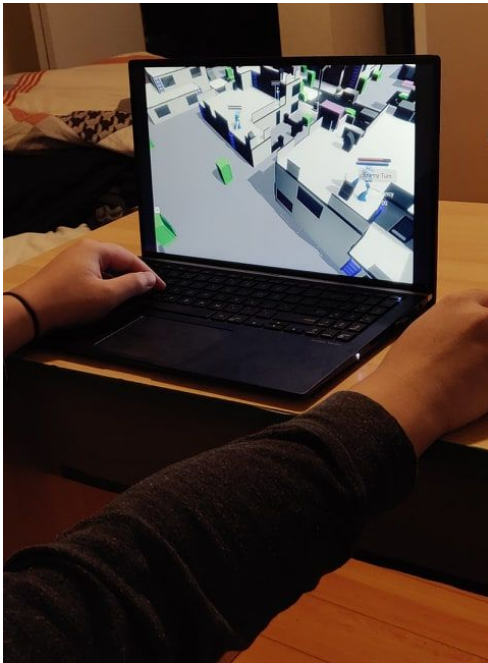
Observation Notes:

The player clicked when the movement icon indication was blue, however the movement did not happen and the character was drained of its move energy. Another bug was when the player clicked the arrow to open up the upgrade profile card and the game zoomed out very far and they could not continue playing. The player would also not know which character they were upgrading as there were no visual cues showing which profile card corresponded to which character. The hitbox for engaging in a fight was too small and therefore the player would move very close next to the enemy and not actually engage in battle. The player did not notice they could upgrade until mid way through the game. The player did not know they could move the camera around to see more of the map until they moved closer to the enemy units. They completely ignored the control point.

Reflection:

The playtester informed that there are a lot of UI elements that need to be more intuitive. We need to give better visual cues to players to inform them of what they can do or even put text in to tell them. In terms of bugs there are a few major ones that we need to fix in order for the game to run smoothly.

Playtesting 2:
*Tester:*25 yr old "hardcore" gamer

Setting: This playtest takes place at the playtesters home. The setup uses a couch, table, and the game running on my laptop + mouse.

Observation Notes:

The player did not understand the limitation of movement at first and had to test out the movement on the very first turn, and ended his turn after moving only two units. It seems though he wanted to attack with units after movement but didn't understand when it is possible to attack. This was most likely due to the fact that after movement, the line from the unit to player cursor disappeared making it seem like movement was no longer possible. Coupled with the fact that an enemy may be close but behind cover and battle can not commence with no direct line of sight. It was also not abundantly clear which UI window represents which character on the map. He allocated all his resources into the attack of one character expecting to blow up some enemies with one shot but didn't know which character had the buff, and none of the units seemed particularly strong so he questioned if upgrading was even working. After upgrading many times, all buttons stopped working.

Reflection:
A fix for the UI window could be hovering over a character stats window could highlight the window and the unit on the field in the same color to prove a connection.This player beat the levels mostly by abusing the AI which don't seem to know they can fire back on some very tight

angles, admittedly fine tuned AI is difficult to create even in triple A games, we're hoping that if multiplayer mode becomes functional this won't be an issue.

When there were multiple enemies on the map around one friendly target and battle begins, it wasn't clear which unit was engaging the fight until the fight begins and the other units disappear and the player realized "oh the enemy unit behind me is attacking", etc. During one combat scene the character using the shotgun couldn't inflict any damage at very close range, I suspect that the player was too close to the enemy and the bullets spawned behind the enemy right into a wall.

Finally he suggested that it would be nice to have better UI for the end turn, currency, and time remaining during combat variables. Other things he would have wanted would be: ability to attack without direct line of sight (because he can move into line of sight in combat phase), the ability to rotate the camera, pressing tab to switch to other characters, bug fixes and more polish in our game.

Playtesting 3:
Tester: 3rd-year College students

Setting: This playtest will involve 1 tester. The location will take place in SFU SIAT studio b. The setup will involve my laptop, mouse, and a sufficient sized table.

Observation Notes:

The tester is confused about the expandable arrow of the units UI at first. Once he clicks on it, the camera angle moves continuously and out of range. He also seems confused about the health and action bar on top of each unit since we didn't put any annotation there.

Reflection:

The tester gives a lot of good feedback on the game UI. He suggested us to make a screen lock to make sure players won't move out of range. And once the player selected a unit, there should

be a way to allow them to cancel the selection if they want. When it's the enemy's turn, the camera should automatically pan to their field.

Once the camera shift to a third-person view, the ally unit should be rotated automatically to face the enemy unit. Moving range and bullet range should also be indicated for players to plan the actions. Also, sometimes the enemy unit cannot detect the ally unit in the third-person view, so we need to fix the AI later.