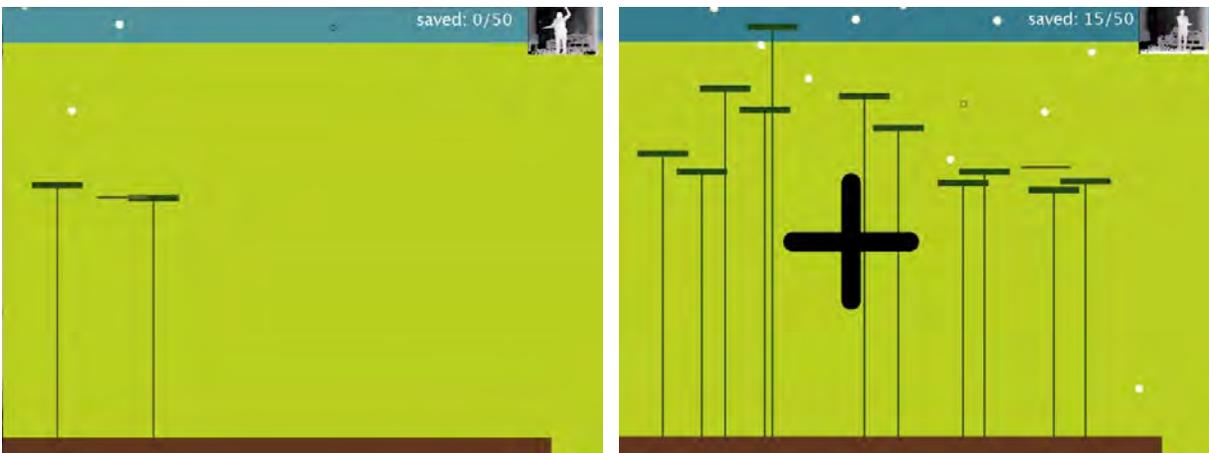


Playtesting Cacophonia

Mediadesign 3: Gamedesign
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We conducted the test at International Rönnen in Martins room. All five from the group were attending, Martin was leading the test and holding the introduction+questioning, Cathrin, Björn and Karin observing, taking notes and asking questions, Mattias and Karin were filming and taking stills. We began the test with a short introduction about the project and tried out different levels of explaining the goal and interaction.

We had three playtesters, all from different countries. Maxime from France, Ainhoa from Spain and Kevin from Georgia that all was around their earlier twenties and studying at Malmö Högskola.



The two levels we playtested.

Maxime

Maxime had never played with kinect before and was the one who got the most instruction from the beginning where we explained the goal and introduction with an image.

When he started playing he acted cautious with very small movements and he thought it was hard to cover the whole space so that you had to be quick moving from left to right. He wanted to be able to cover the whole screen without moving that much.

Maxime never noticed anything special about the sound of the game and he thought the game was easy to understand and that he got into it quick.

Ainhoa

Ainhoa never played nor was familiar with kinect. She was very enthusiastic about trying the game and we gave her less introduction about interaction and concept.

On the first try she saved three balls because she made up her own goal - to build a consistent and continual "line" with the pads and reach the right side and basically blocked the goal so no balls could fall down the pit.

Before the second level we gave her some tips and explains the goal and interaction - the first round she never took her right arm down from the trigger area. Worth noting is that afterwards it turns out that she perceived it as the interaction differed between the two levels. Ainhoa also thought that she had to make a dance gesture to be able to lock the pads where she wanted to.

She thought the second level was harder due to the other way to interact - it was harder but also more fun to rise and lower her right hand in a dynamic but fast way.

Ainhoa really liked the kinect interaction when she was using her whole body and also had her own ideas about movements and obstacles on the interaction side. She thought it was fun to play a bit with the sound and she kind of understood the system behind the different sounds.

Kevin

Kevin has played more strategic games in the past but he wasn't familiar with the kinect. We tried to not give him any explanation except on how to start with the calibration of the game. Kevin played very concentrated and understood the goal directly (but makes up his own anyway), he started to explore on how to control the balls.

Kevin said "I want to catch the balls" and "I want to make some melodies" as he thought that it was a music game from the beginning. It turns out that he had made up his own goal to get the balls stuck bouncing in a "loop" at the same place. When playing to reach the "real" goal he continues to place out pads after the balls reaches the goal which made the game very slow/buggy. He was interacting very concentrated and goal-oriented with his arms and movements. Kevin played 3-4 levels, all with his own different tactics and techniques.

Kevin thought it was easy to play but the area to cover was too big, he told us that he didn't want to move 3 meters in both directions to reach the edges of the game. He also thought that the goal wasn't motivating enough, he wanted some reward or graphics to show.

Improvements and tips

Ainhoa thought of some other ways to interact with the game, obstacles linked between the real world and the gameworld. Like you have to duck or step over obstacles to pass or get over to the other side of the screen.

Kevin wanted a more dynamic gameplay. As it is now the speed is constant and he wanted it to change more with different speed for different balls. He also suggested that we should be able to break pads so that we had to go back and fix them, more like the breakout game.

Maxime thought that we needed obstacles that made the game harder, not easier as it were doing in the playtest.

Conclusion

We saw that the two first playtesters made more of an bridge rather than experimenting with different sounds and tones, just to reach the goal faster. We want to improve the sound experimenting with making easier levels in the beginning to encourage different sounds and then increase obstacles so you have to think more about placing the right pads. We need obstacles that makes the game harder and so they don't just put all paddles in one line.

We want to implement some kind of flying bird that is trying to destroy the game for you and eat the balls/seeds.

We want to experiment more with the gamespeed and different balls. For example that different balls has different speed or other specials like not bouncing as much as the others, this would improve the challenge to reach the goal a lot.

We also saw that all testers held their hand/arm up fixing the pads all the time. That's something we have to think about one more time to improve the gestures.



Introduction to the game



Maxime



Ainhua



Kevin