Charge Forth
Testing Plan + Results

Charge Forth

Octocorn Studios

Team Members

Ross Winters	Producer
Elliott Bailey-Wills	Creative Director
Christopher Luciano	Art Lead
Emilio Alban	Tech Lead
Jesse Ash	Artist
Hayley Fairbanks	Artist
Jason Ness	Artist
Rafael Rosario	Artist
Ricardo Maldonado	Programmer/Artist
Kevin Parker	Designer
Wyatt Walker	Designer

Introduction

Charge Forth is a top down puzzle game where a player leads a Knight named Sir Dullard across the map to eventually reach the end goal. With this document, the Charge Forth team is hoping to define how, where and when testing will be performed and lastly how will testing be documented and recorded so the players feedback can be put into the game. Our intention is to get valuable feedback on User Interface, Level Difficulty, and the art's overall aesthetic.

Protocol

Playtesters will receive a copy of an Android or iOS build of the game in the coming weeks. Using different android device of varying sizes will determine if screen resolution scales appropriately, or if it needs to be revisited. Over this period there are two main ways of testing, one is asking people if they would like to participate in the playtest and get their feedback and reactions in real time. The second way is a bit more far reaching, but it will not be in real time and requires participants to send us their feedback, this process would be sending the participants the .apk file and them playtesting in their own home. Each style of playtesting is helpful, the in person approach allows for quick first impressions and the immediate thoughts they have while playing our game. However, their feedback will likely be less scoped since they will be under watch and others could be waiting to play so the participant might feel rushed, so a participant might not explore the different available paths found within the game as much as we would intend. The remote testing features participants playing for a longer period of time, but we may not get their first impressions or Think Aloud-style based feedback.

This playtest session will involve our team's friends, family, and acquaintances. The duration of the playtest will taking place during the first week of April 2019.

Questions and Measurements

We will provide playtesters with a pre-exposure survey and a post exposure survey. Our intention is to utilize Survey Monkey. Survey Monkey is user-friendly and as a team it is a

familiar tool. Also, participants' answers are anonymous so they will be more inclined to provide honest feedback. Having a visual representation of our data will help interpret our findings and do so efficiently, leaving less margin for error. During the in person playtesting, we will keep track of player deaths on a per level basis, which equates to how many tries it takes for the playtester to complete each level. In addition, we will externally record how long it takes them to complete each level. This data will be averaged in their respective difficulty categories.

The surveys will record a combination of Likert-scale responses, multiple choice, and written responses. The two Likert-scales will include ranges between "very familiar to very unfamiliar" and "very satisfied to very unsatisfied." Multiple choice question are going to be used to better categorize feedback. Feedback provided by an "experienced gamer" will generate higher priority tasks. Written responses are the best way to record explicit feedback and also contributes to the generation of higher priority tasks.

Questions that will be asked during the pre-exposure survey:

How familiar are you with mobile gaming?

How familiar are you with touch based controls?

How familiar are you with puzzle-based games?

What type of gamer do you identify as?

How many hours a week do you spend playing video games?

Questions that will be asked during the post-exposure survey:

How satisfied were you with the content present within the game?

How satisfied were you with the puzzles' difficulty?

How satisfied were you with the user interface?

Which part of the game did you like most?

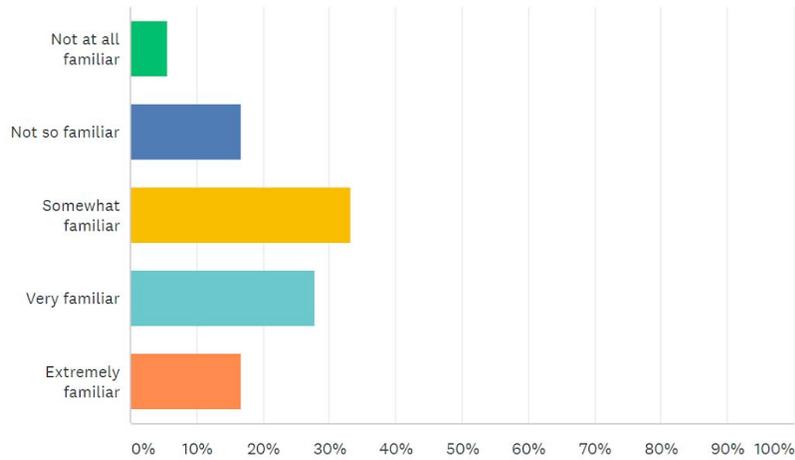Which part of the game do you think could be better?

Results

Pre-Exposure Survey Results:

How familiar are you with mobile gaming?

Answered: 18   Skipped: 0

ANSWER CHOICES	RESPONSES	
Not at all familiar	5.56%	1
Not so familiar	16.67%	3
Somewhat familiar	33.33%	6
Very familiar	27.78%	5
Extremely familiar	16.67%	3
TOTAL		18

How familiar are you with touch based controls?
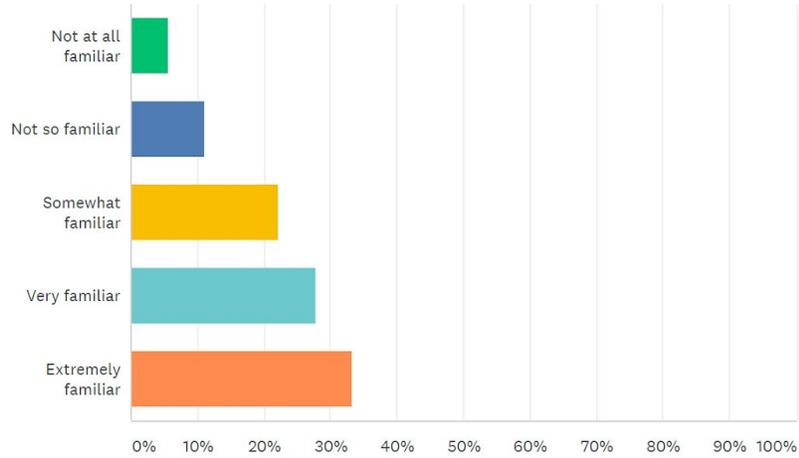
Answered: 18   Skipped: 0
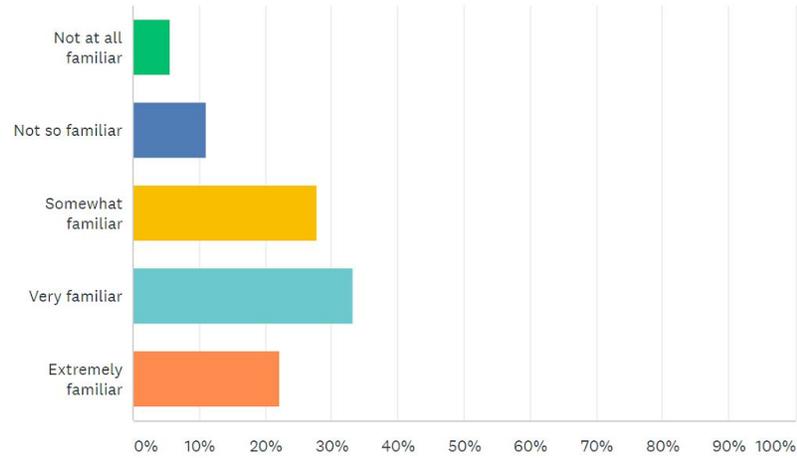
ANSWER CHOICES	RESPONSES	
▾ Not at all familiar	5.56%	1
▾ Not so familiar	11.11%	2
▾ Somewhat familiar	27.78%	5
▾ Very familiar	33.33%	6
▾ Extremely familiar	22.22%	4
TOTAL		18

How familiar are you with puzzle-based games?

Answered: 18   Skipped: 0

ANSWER CHOICES	▼	RESPONSES	▼	▼
▼ Not at all familiar		5.56%		1
▼ Not so familiar		11.11%		2
▼ Somewhat familiar		22.22%		4
▼ Very familiar		27.78%		5
▼ Extremely familiar		33.33%		6
TOTAL				18

What type of gamer do you identify as?

Answered: 18   Skipped: 0
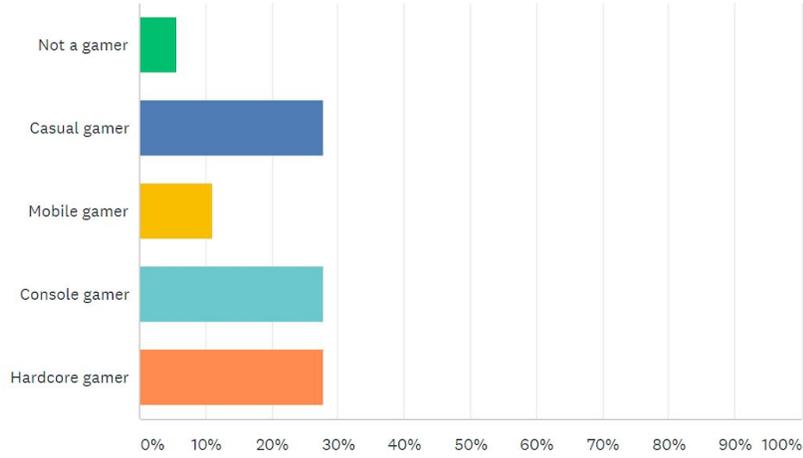
ANSWER CHOICES ▼	RESPONSES ▼	
▼ Not a gamer	5.56%	1
▼ Casual gamer	27.78%	5
▼ Mobile gamer	11.11%	2
▼ Console gamer	27.78%	5
▼ Hardcore gamer	27.78%	5
TOTAL		18

How many hours a week do you spend playing video games?

Answered: 18   Skipped: 0
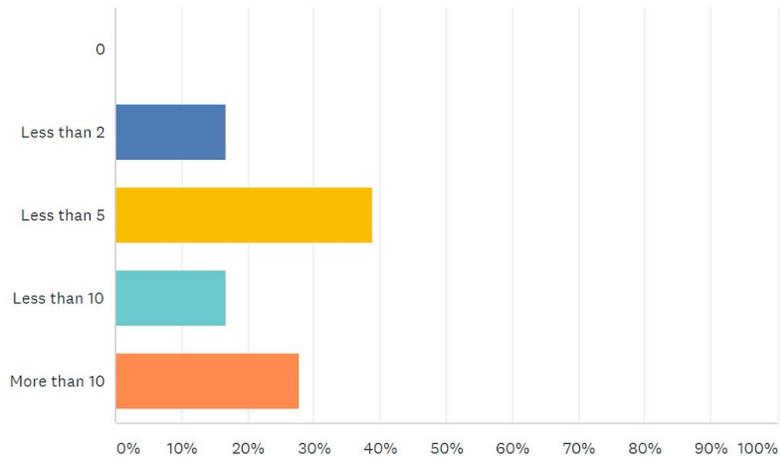
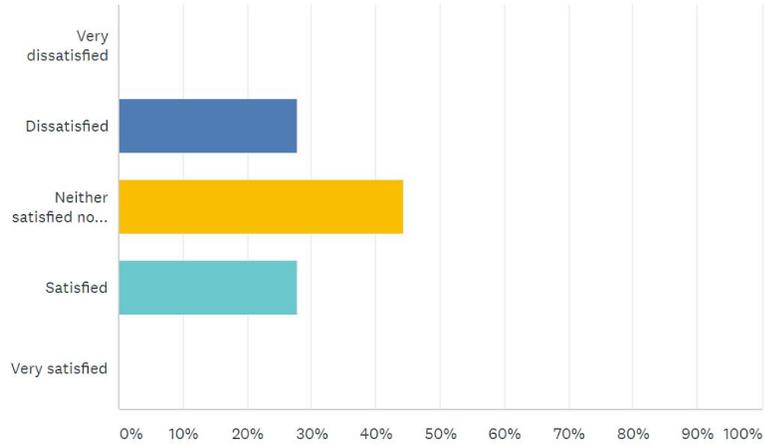| ANSWER CHOICES	▼	RESPONSES	▼	▼
▼ 0		0.00%		0
▼ Less than 2		16.67%		3
▼ Less than 5		38.89%		7
▼ Less than 10		16.67%		3
▼ More than 10		27.78%		5
TOTAL				18

Post-Exposure Survey Results:

Customize   Save as ▼

How satisfied were you with the content present within the game?
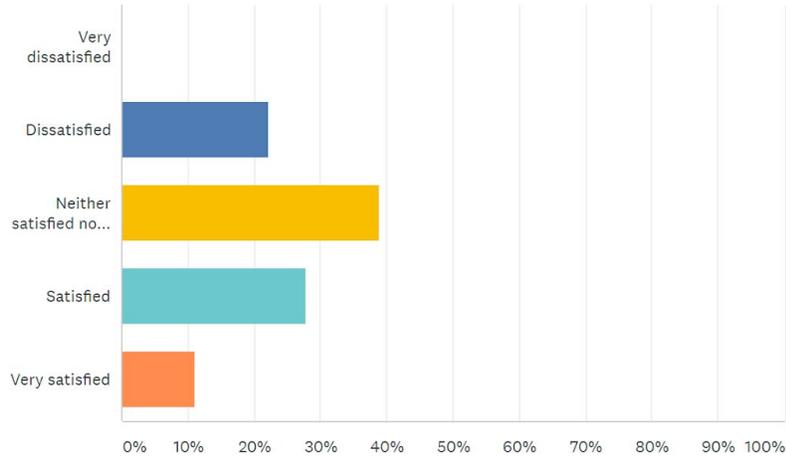
Answered: 18   Skipped: 0

ANSWER CHOICES	RESPONSES	
Very dissatisfied	0.00%	0
Dissatisfied	27.78%	5
Neither satisfied nor dissatisfied	44.44%	8
Satisfied	27.78%	5
Very satisfied	0.00%	0
TOTAL		18

Customize   Save as ▼

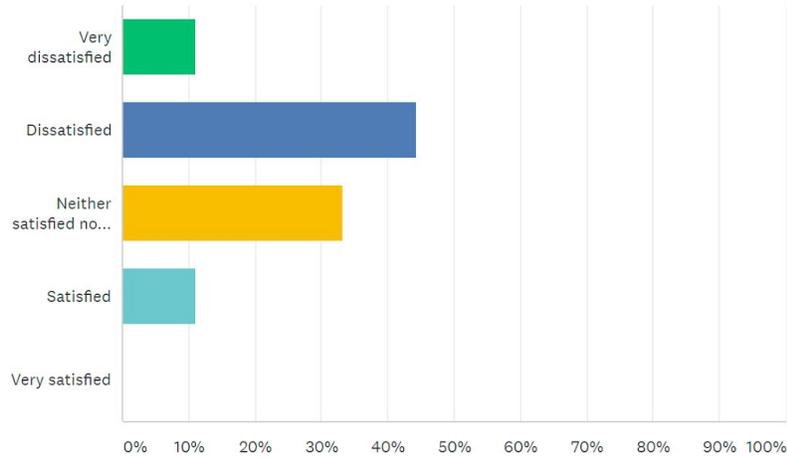## How satisfied were you with the puzzles' difficulty?

Answered: 18   Skipped: 0

ANSWER CHOICES	▼	RESPONSES	▼
▼ Very dissatisfied		0.00%	0
▼ Dissatisfied		22.22%	4
▼ Neither satisfied nor dissatisfied		38.89%	7
▼ Satisfied		27.78%	5
▼ Very satisfied		11.11%	2
TOTAL			18

How satisfied were you with the user interface?

Answered: 18   Skipped: 0

ANSWER CHOICES	▼	RESPONSES	▼
▼ Very dissatisfied		11.11%	2
▼ Dissatisfied		44.44%	8
▼ Neither satisfied nor dissatisfied		33.33%	6
▼ Satisfied		11.11%	2
▼ Very satisfied		0.00%	0
TOTAL			**18**

Q4

📌 Save as ▾

Which part of the game did you like most?

Answered: 18   Skipped: 0

RESPONSES (18)   WORD CLOUD   TAGS (0)

🔒 Sentiments: OFF

☐ Apply to selected ▾   Filter by tag ▾

Search responses 🔍 ❓

Showing **18** responses

☐ The ability to place objects

4/8/2019 3:03 PM

View respondent's answers   Add tags ▾

☐ Fun convept, and I like the puzzle genre

4/8/2019 9:48 AM

View respondent's answers   Add tags ▾

☐ Problem solving

4/7/2019 11:30 PM

View respondent's answers   Add tags ▾

☐ The characters looked very cool.

4/7/2019 11:00 PM

View respondent's answers   Add tags ▾

Answers:

- The ability to place objects
- Fun concept, and I like the puzzle genre
- Problem solving
- The characters looked very cool.
- The idea and concept
- Color and painting style
- Multiple paths to clear the levels
- Sword
- The character and the animations
- Visual Themes
- That it's like a puzzle, makes you think on how to different outcomes.
- The puzzle aspect
- Replayability
- I like the concept of the game, and the gameplay seems pretty fun.

- Open ended levels.
- 2D puzzle, simulation
- The concept, possibilities and expansion. A game they could play sitting around but not invest but come back to.
- Interesting idea, has a lot of potential for items, obstacles, and concepts.

Q5   Save as ▼

Which part of the game do you think could be better?

Answered: 18   Skipped: 0

RESPONSES (18)   WORD CLOUD   TAGS (0)   🔒 Sentiments: OFF

☐   Apply to selected ▼   Filter by tag ▼   Search responses 🔍 ❓

Showing **18** responses

☐ The art and user interface

4/8/2019 3:03 PM   View respondent's answers   Add tags ▼

☐ UI and level design

4/8/2019 9:48 AM   View respondent's answers   Add tags ▼

☐ UI and instructions

4/7/2019 11:30 PM   View respondent's answers   Add tags ▼

☐ The item placement was very incomplete

4/7/2019 11:00 PM   View respondent's answers   Add tags ▼

Answers:
- The art and user interface
- UI and level design
- UI and instructions
- The item placement was very incomplete
- The story and gameplay is very lacking
- The puzzle difficulty

- Improving the size and readability of the buttons on screen. Adding more content as a whole
- User interface was confusing
- Buttons need to better.
- User Interface
- Maybe powerups, background music, more art in the game.
- Add instructions to beginning
- User interface
- More conveyance is needed, with possibly a tutorial and explanation of the mechanics and things in the game
- User interface
- Tutorial
- Overall, more things to do as a player.
- User interface and controls. The game is slightly hard to control at times and visibility is a bit hard to see in some places.

Think Aloud Responses

Most Frequent Feedback
- Touch controls unresponsive
- Can't undo actions
- Menu UI hard to read
- No sound
- No story
- Transitions between levels is abrupt
- No tutorialization
- Puzzles are too easy
- The sprites flash when moving

During the Think Aloud portion of the playtest, the majority of our testers brought up the same concerns. A few of these were very much in line with what we intended to test for, but a few responses fuel our "remaining questions."

Remaining Questions:

1. What causes the player to "loop" endlessly?
2. What exactly would make the UI more accessible?
3. How will the "grid" be conveyed?
4. How will the "range" of enemy attacks be conveyed?
5. What will the enemies sound like?
6. How will sound be implemented?
7. How will story be represented?
8. What context will be provided in between levels?
9. How will tutorialization be addressed?
10. What causes sprites to flash while moving?