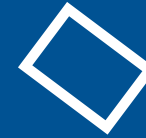
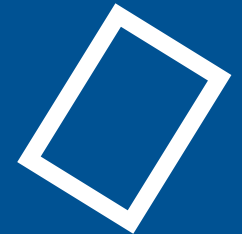


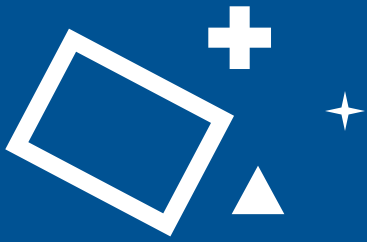
# Riddilikus Playtesting





**Team:**  
Jakub Cichor  
Angela Denninger  
Martin Frank  
Martin Horrer  
Kevin Sawischa





# Progress

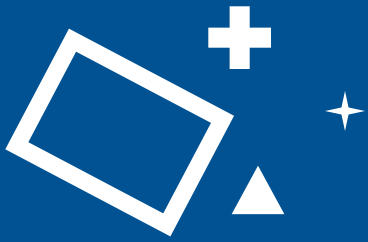


## Week 1:

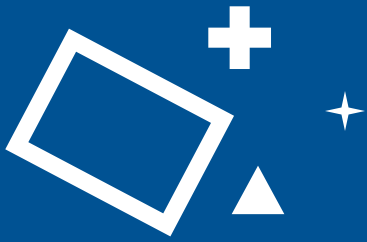
- Bug Fixing
  - Network
  - Physics
  - Others
- Refining Puzzles

## Week 2:

- Playtesting

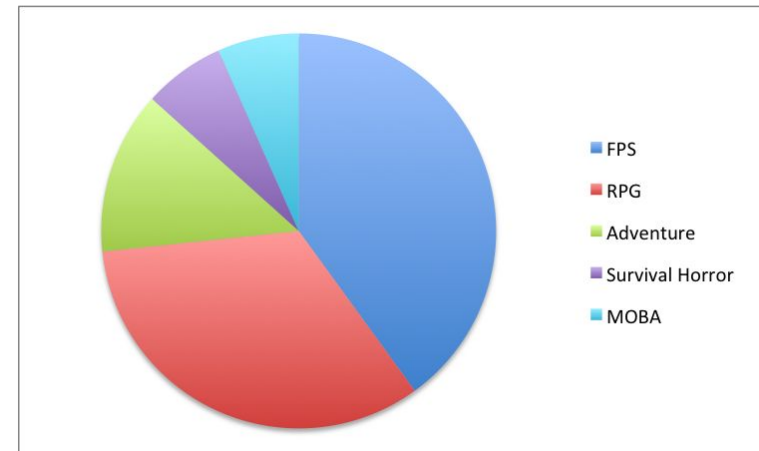
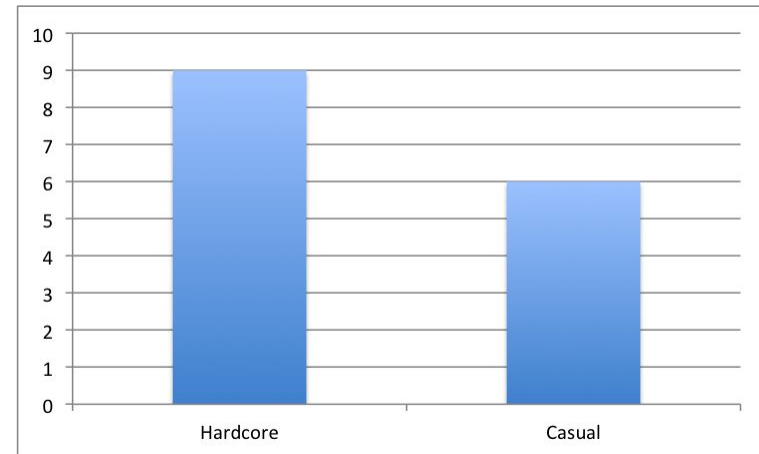


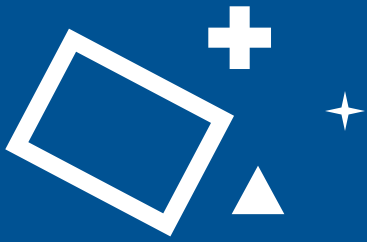
- **Where?**
  - Home
  - University
  - Internet
- **Who?**
  - Friends
  - Family
- **Session procedure**
  1. Introduction
  2. Multiplayer
  3. Survey
- **Communication**
  - Skype
  - Teamspeak



# About the Testers

- 15 Testers
  - Female: 4
  - Male: 11
- Casual- and Hardcore Gamer
- Most popular Genres:
  1. FPS
  2. RPG
  3. MOBA
  4. Strategy
  5. Racing





## Active

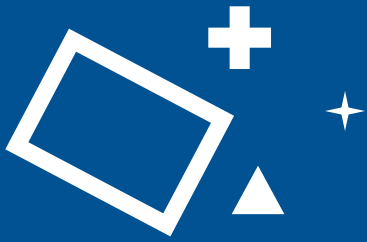
- 15 Questions (after playing)
  - ....
  - What's bad?
  - What's good?
  - What should be changed?
  - ....
- Domains
  - Controls
  - UI
  - Gameplay
  - ....
- Play-Matrix

## Passive

- Observing (while playing)
  - Opinions
  - Ideas
  - Problems
  - Interactions
  - ....

# Results Feedback





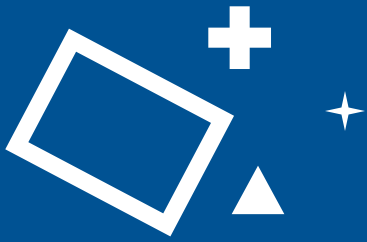
- General: Fun to play
- Well paced and varied
  - Good balance between puzzles and fights
- Best of:
  - Coop
  - Sabotaging teammate
  - Puzzles
    - Could have been more complex
    - Not clear / Lacking feedback
- Bad:
  - Several disconnects
  - Sync bugs
  - Bugs in aiming / shooting projectiles
  - Missing Checkpoints

*“Jumping is hard to see, because there is no animation and no shadows.”*

*“Finding bugs is fun !”*

*“The golem riddle was cool.”*



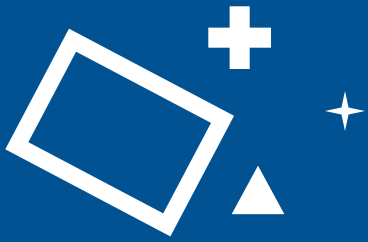


- Not so intuitiv:
  - Aiming struggles
  - Unresponsive button inputs
  - Choosing and using abilities
- After a short settling-in phase:
  - Mastered by anyone
  - Suitable for this kind of game
  - WASD movement responsive and good
  - learning curve is there

*“Camera rotation was weird -  
maybe too slow?”*

*“Aiming didn’t work well  
sometimes.”*

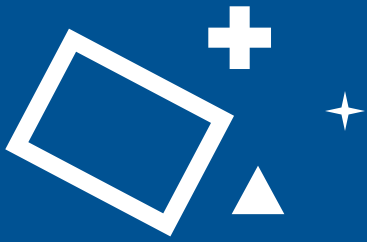
*“Use mousewheel to switch  
abilities.”*



# User Interface

- Given information is mostly alright.
  - Simple
  - Easy to overwatch
  - Health bar missing above teammate / enemies
  - Maybe add a minimap or an arrow pointing to teammate
- Tutorial hints lack ..
  - Jumping on Space
  - Actual usage of skills on mouse click
  - Second ability is not usable at beginning
  - Right mouse click to rotate camera
- More feedback when ...
  - new abilities are provided
  - puzzles solved
  - buttons pressed

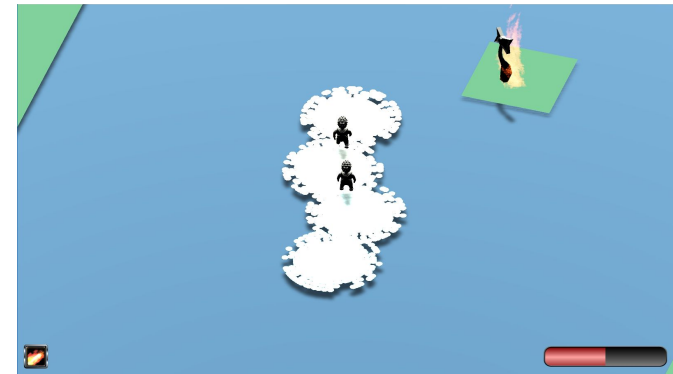


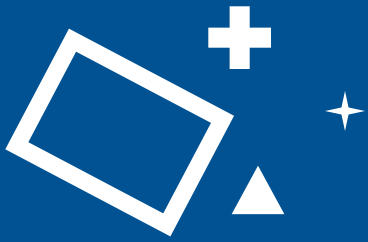


# Abilities



- Purpose of some abilities not clear at the beginning
  - Trial and Error resolved questions
- Some environmental interactions not clear at the beginning
  - Wind/Gas
  - Ice/Plants
- Problems in foreseeing area of impact
  - Burning/Freezing
- Very good:
  - Ice/fire interaction in level 1 was exciting
  - Varying gameplay due to multiple abilities

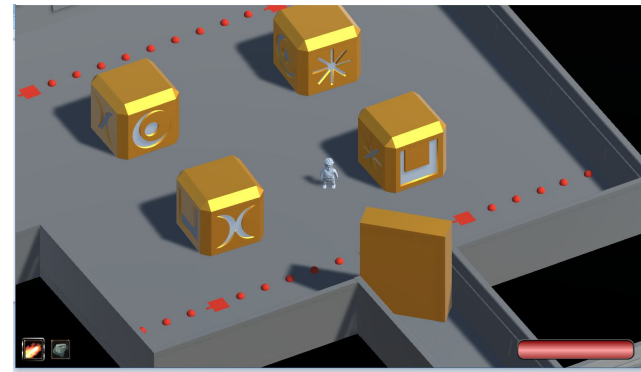


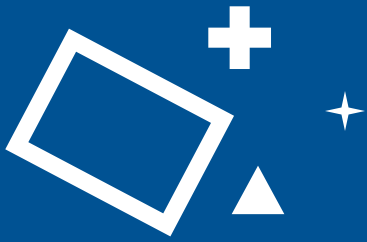


# Puzzles



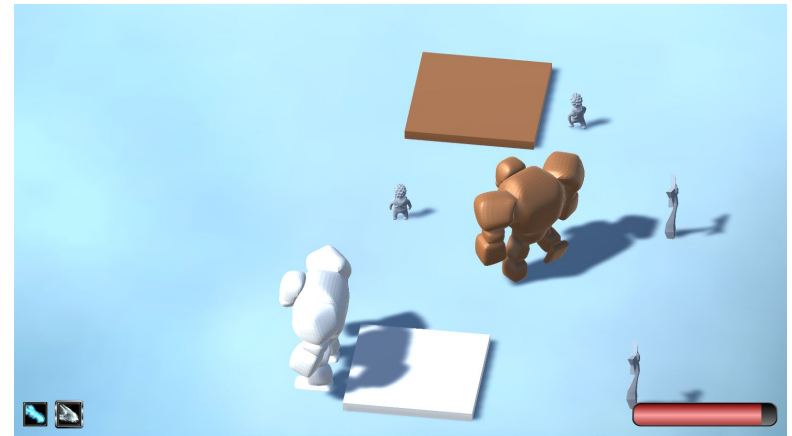
- Best part of the game
  - Intuitive and clever
  - Nicely arranged/balanced
  - Rich in variety
  - Fun to play, especially together
- Not so good:
  - Navigation sometimes slightly too challenging



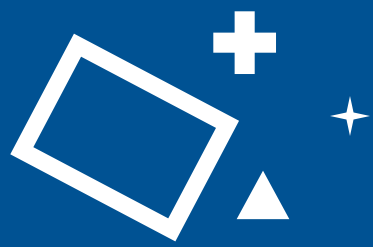


# Boss Fight

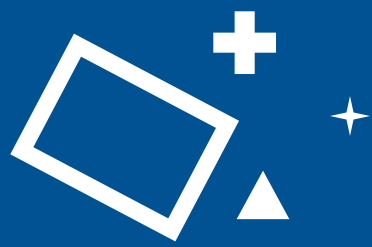
- Most challenging part of the game
  - How to kill golems?
    - Lack of feedback
      - Did i hurt him?
      - Can i kill by simply shooting at him?



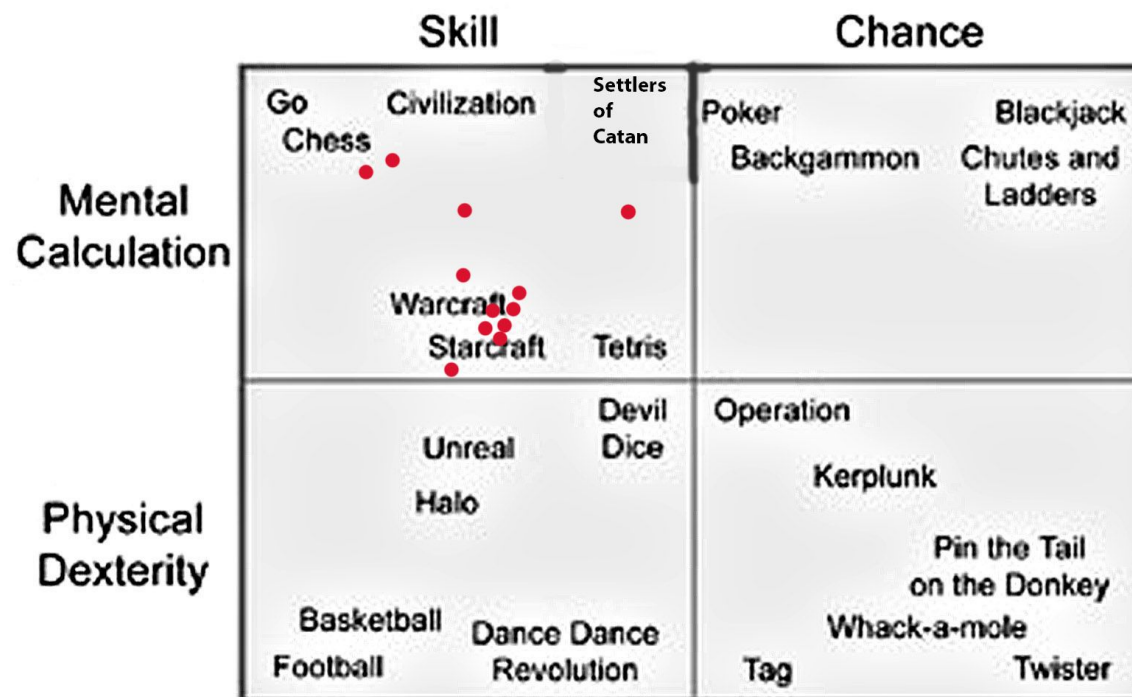
- On the other hand: Fight against the Boss too simple
  - More complex situation expected
- But still fun to play

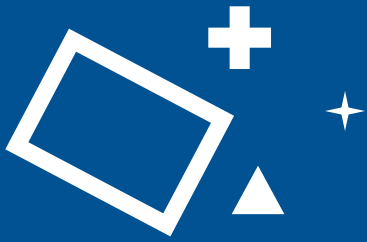


- Most divergent topic!
  - Some liked the simple but colourful details
  - Others felt it lacked of details
- Sounds considered insufficient
  - Simple range of details
  - No music



# Playmatrix





# Report: What's bad?

What was particularly bad?

“Animations, textures.”

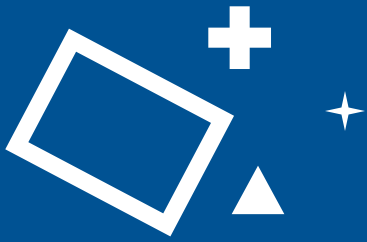
“Levels were too small”

“My teammate.”

“Skills sometimes went off in wrong direction.”

“Multiple button pushes were necessary.”





# Report: What's good?

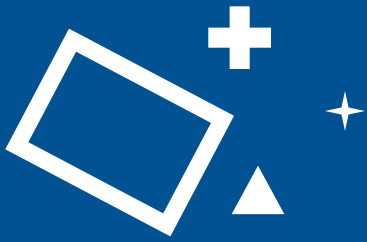
What was especially good?

“Coop experience”

“Puzzles”

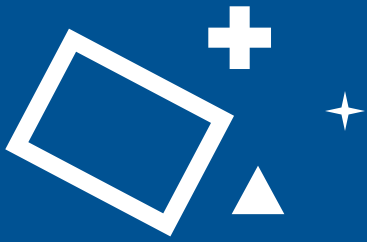
“Abilities”

“Fun to Play”



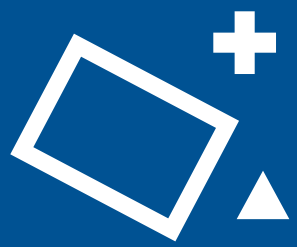
# Future Changes

- Adding Checkpoints
- More applications of elements
- Adding more feedback elements
  - on Button press
  - getting new Abilities
  - reaching Checkpoints
  - while fighting enemies
  - while solving puzzles
- Adding some sort of teammate tracking
- Making the boss fight more intuitive



# Future Changes

- Adjusting controls
  - more responsive
  - more predictable
- Adjusting enemies properties
- Adding more/better sounds
- Bug Fixing
  - Network (Disconnects, Synchronization)
  - Projectile aim bug
- Adjusting camera
- Adding better Animations and Textures



★ Thank you for your attention !



**That's it!**