

# Is the prototype working as intended? Is the prototype usable and accessible?

## ▼ When do we playtest?

Week 10: 3rd of March to 9th of March

## ▼ Where do we playtest?

- At ITU/DR
- In one of the smaller rooms, except for the 6th when we playtest with everyone else

## ▼ What do we need to playtest?

- A build
- Snacks and water
- A computer
- Two controllers
- If we have two external playtester one team member is enough, while if we have only one external playtester we'll need two team members because one team member is playing
- One or two external playtester per playtesting session, we should test with a total of 5 external playtesters (Huguenin, 2018)
- Something to record the screen

## ▼ Who are the external playtesters?

- Since it's a local co-op game: players who would seek out co-op games with someone they know (friends, family, partners, etc.)

## ▼ What are the objectives of this set of playtests?

- Verify that our prototype works as intended
  - Verify that each feature works as intended
- Verify the usability and accessibility of our prototype
  - Report any bugs
  - Report any needed improvements with regard to usability and accessibility (this is where player feedback is key) → We will use them to iterate on our prototype's design.

## ▼ What methods are we using for these playtests?

Make a summary of


Our observation notes will be taken here, with a list of features to check:

[https://docs.google.com/spreadsheets/d/1hPPmC4-IL8bKR6cG6Nh\\_TEZciAnIjyj26lW29hH3fJk/preview?usp=sharing](https://docs.google.com/spreadsheets/d/1hPPmC4-IL8bKR6cG6Nh_TEZciAnIjyj26lW29hH3fJk/preview?usp=sharing)

Make a summary of [go read the stuff on questionnaires lol]

After the playtest make each player fillout the following questionnaire, with items aimed to ask about the usability and accessibility of the game:

Push&Pull Co-Op Game - Usability & Accessibility

 [https://docs.google.com/forms/d/1QsygUrGDKpIX-WZWDLN7pfckw9\\_6ktUgZZWaYw\\_\\_pU/edit](https://docs.google.com/forms/d/1QsygUrGDKpIX-WZWDLN7pfckw9_6ktUgZZWaYw__pU/edit)

## ▼ How to run a playtest

1. Setup the prototype, water and snacks in one of the smaller meeting rooms at DR if possible (or go to the March 6th playtest).

2. Get either two external playtesters and one team member or one external playtester and two team members.
3. Have the playtesters (or the playtester and one team member) play while a team member takes observation notes on the features functionality (). If possible also have a recording of the screen, so if bugs or issues are being recorded is easier to reference them.
4. After the playtest make the players fill out the usability and accessibility form ()

## ▼ Description of the findings (what did you find out, analysis, if you have suggestions for changing, adding, removing, or fixing something make them and explain why)

### ▼ 06/03/2025 (4 playtesters, Sonny (& Hanna), Enrico and another first year, Thim (& Hanna))

Most of the features that we implemented worked as intended:

- Each player can use the Targeting for the Target Mode of their ability
  - Bug: the colors in the HUD are switched, the green one is connected to the yellow character and the yellow to the green
  - All playtesters noted that HUD wise, it would be nice to have a line going from the player to the targeted movable object, so that it is clear which player is targeting what. This would also indicate the max range.
  - Targeting was not intuitive, two playtesters said that they expected it to be on the bumper button, and that they would have the abilities on the A and B buttons (xbox controller, so the left and right buttons)
- Each player can use each mode of their ability
  - It was confusing for the playtesters that the AOE mode and the Single Target mode function differently, the first one with Impulse and the second with Force. Even when it was explained, it still felt

weird to them. However, it was noted that both the dynamic of the Force in the Single Target mode and the shockwave of the AOE mode were fun to use.

- Solution A: use either Force or Impulse for both modes and adjust level design by consequence
- Solution B: with some controls reconfiguration, allow player to switch between Force and Impulse on both
- As noted down while level design, there wasn't any use for the AOE ability and the players noticed it. We should either have level design for the AOE ability or not have it as an option (ideally we should have level design for it). Although 2 out of 4 playtesters loved to use it just for fun.
- Each player can change the strength of each mode of their ability
  - All playtesters noted that HUD wise, it would be nice to have a line going from the player to the targeted movable object, and have that line change based on the strength level of the ability. This would be a great solution, because with a shared screen the players sometime have to check the opposite side of the screen to where their character is at in order to know the current strength of the modes. Make it feel like a string of energy.
- When the Pressure Plate is placed in a slot the players could easily open the Unlockable Door
  - They had difficulty with the Pressure Plate in level 2
  - It was noted that the Pressure Plates should be bigger/larger (while being flat)
- The players can use their abilities on the Movable Platforms
  - We need to disable the movement of the disks if a player is standing on them.
- The players can jump
  - Current level design allows for players to go where they are not supposed to, this needs to be fixed.
- The sliding door is still difficult to open, and once it's opened the players don't really need to use the box to block it. We need to think

better how to implement it/design it.

- The walls at the moment can get in the way of the players seeing the next part of the level.

The elements of the features prototyped so far that were enjoyable are:

- Abusing the mechanics to fly around xD
- Feeling like they outsmarted the level design, we could design so that they feel that way will still do it what we want them to do 🤔🤔
- They loved the more chaotic moments
- Playing with wonky physics together
- Trapping the other player in the pit

Additionally:

- "It feels like the tutorial of cuphead" → I have no idea how to interpret this lol
- Mixed feelings about the characters balance. The Enrico&Friend duo felt like they were balanced and there was used for both/that neither player was lagging behind even if one of them was more precise than the other. Thim felt like the challenges leaned more towards pulling than pushing.

## ▼ Next steps

### ▼ To add to the task list

#### ▼ 07/02/2025

- Hallur (and design if requested): make sure that the sliding door is easy to open with the Single Target mode and that it is not possible for two players to get through it without blocking it
- Hallur: fix the bug of the switched HUD for the abilities ()
  - Fixed
- Hallur & Design: discuss how and if we could implement the "line of energy" idea to indicate both which object is being targeted and the current strength level
  - First iteration done, let Hallur know what you think.

- Hallur: the camera should show the players what's behind a wall if it's between the player and the playable characters → Design: tag as transparent the walls that are in the way of the camera, develop levels sidewise when possible
  - First iteration done, let Hallur know if it's not enough and will look into making walls transparent instead of moving camera closer to the players. <3
- Design: make an alternative control scheme to test out based on the suggestions and see if it feels better
- Design: decide if we want to go with Solution A or Solution B for the problem noted down here ( )
- Design: design challenges that would make use of the AOE mode
- Design: improve the usability of the pressure plates in the level by making it larger and have a place where the movable object can be slotted in
- Design: iterate on level design
  - Design: so that players have the option to feel like they have "outsmarted" you
    - Design: while doing so still prevent them from going where we actually do not want them to do
  - Design: think if there are insights from what the player like that you want to incorporate in the level design ( )
  - Design: for the movable ramp, consider using rails to avoid the ramp blocking the players' progression. this could also give more puzzle ideas were the players need to move objects on the floor below
  - Design: in the movable platforms sections, make the floor lower in level 1 and in level 3
  - Design: bounciness is not working well to move objects from different floors of the level, think about how to make it more usable for the player
  - Design: finish implementing the maze

## ▼ For the next playtesting sessions

We are done with the first usability test, now after applying the adjustments and fixes we should do the tests about the cooperative experience Is our prototype enabling cooperative gameplay? And is the game enjoyable by players of different skill levels?