

Princess and the Cat Playtesting

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IMGD 4000 / 4500 Playtesting Report

Playtesting Goals

The main goal for playtesting was the same as every other group, which was to have new people play our game and observe how they played it. Specifically, we wanted to focus on a few different aspects of the game:

- Player movement / controls - we wanted to see if the controls were intuitive and if players enjoyed jump, dashing, and creating wind gusts to navigate the dungeon
- Traps - we wanted to observe how difficult the flame traps, spike pits, and push block puzzles were for players and how long it took them to complete
- Final dungeon room (large cylindrical room) - we wanted to see if the final cylindrical room served as a good but fair challenge to test players' abilities before ending the game
- Art style / visuals - we wanted to get an understanding for whether the players enjoyed the cartoonish, less realistic art

Original Survey Form

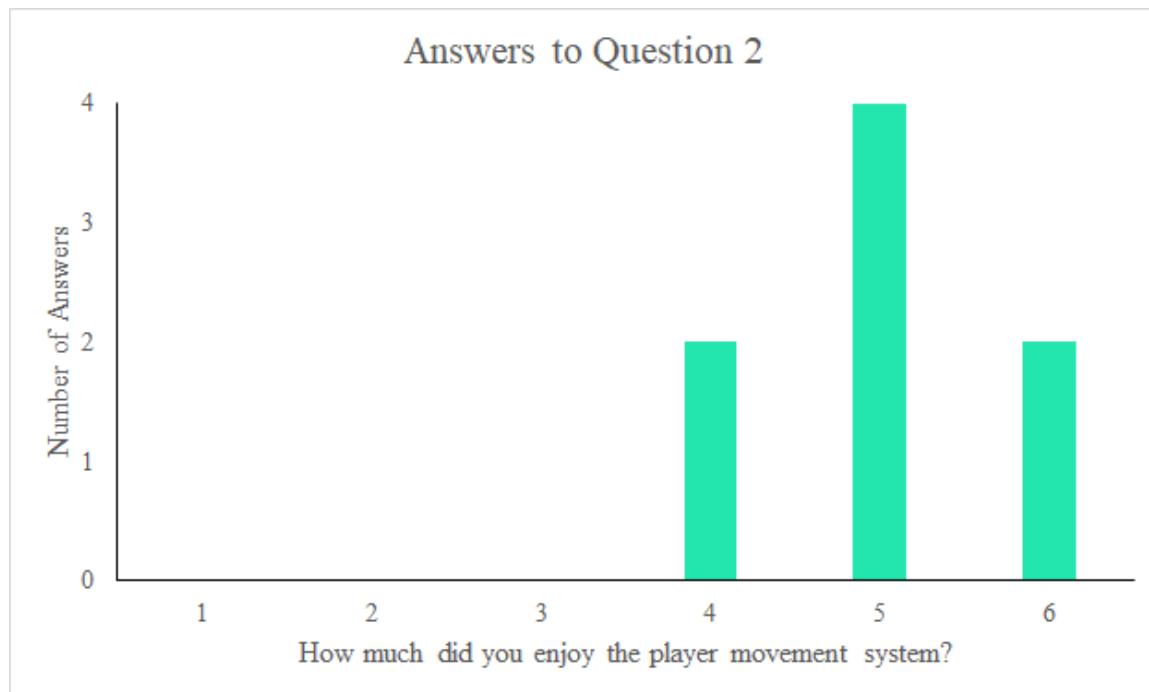
Our original survey form is at the end of this report.

Player Responses

1. What was your favorite part of our game?

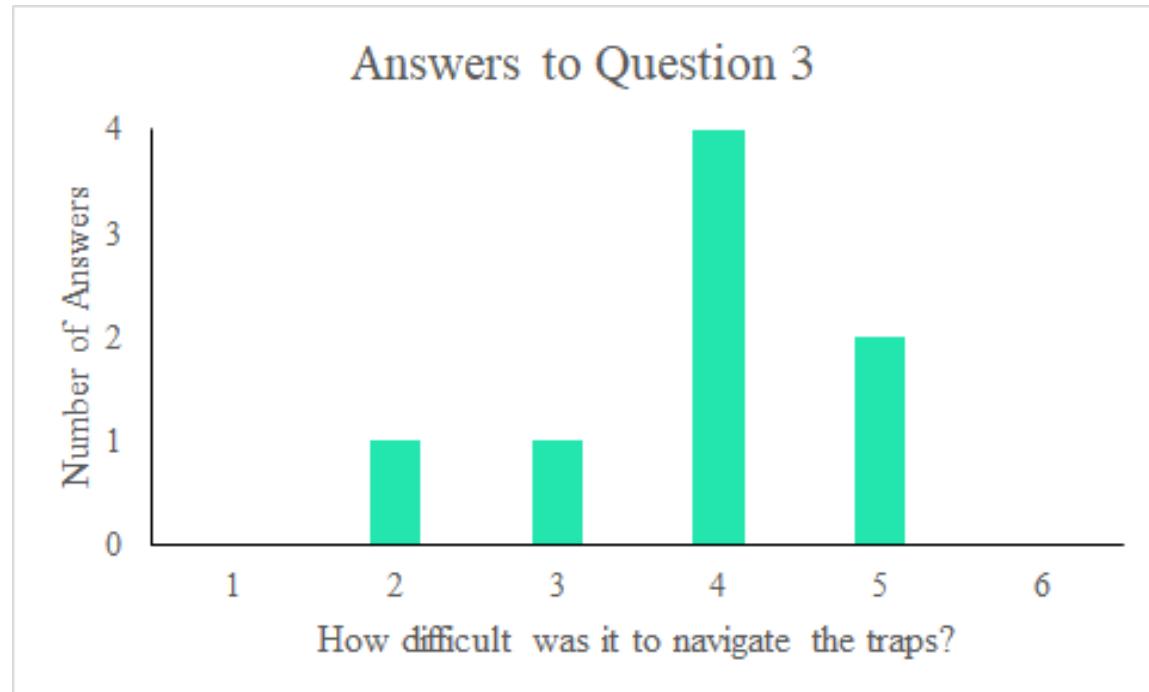
- Wind push mechanics
- Final dungeon room
- Air dash
- Pushing blocks
- Moving blocks, add more physics objects
- Traps

2. On a scale of 1 to 6, how much did you enjoy the player movement system?



(1 = Did not enjoy, 6 = Really enjoyed)

3. On a scale of 1 to 6, how difficult was it to navigate around the traps?

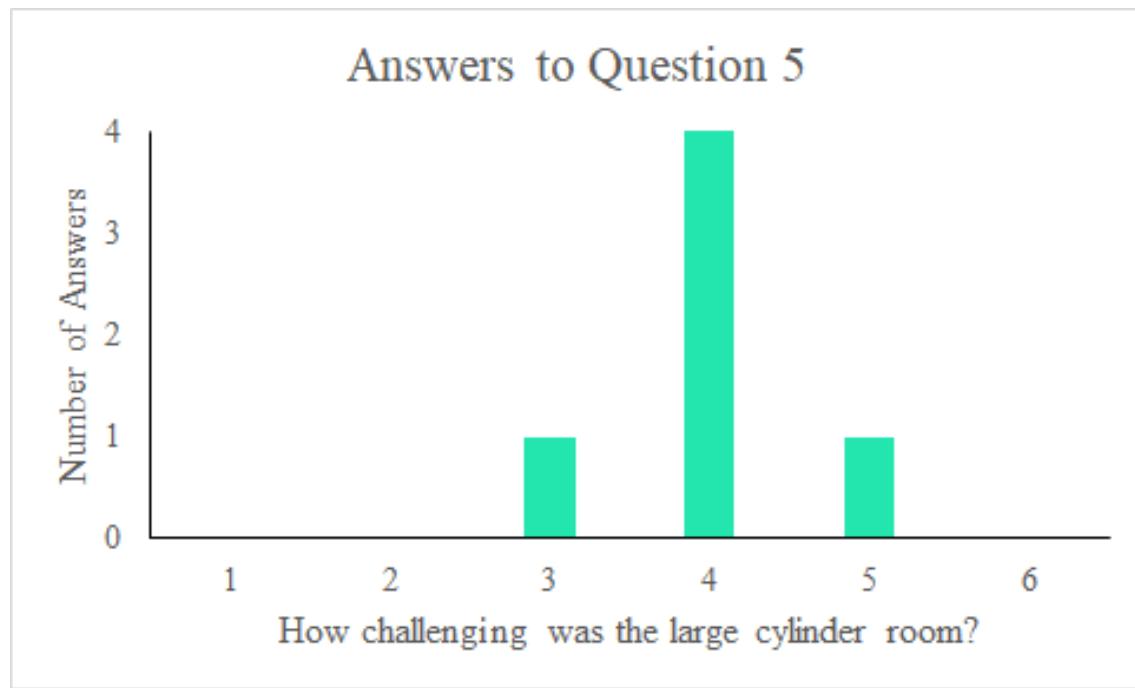


(1 = Not difficult, 6 = Extremely difficult)

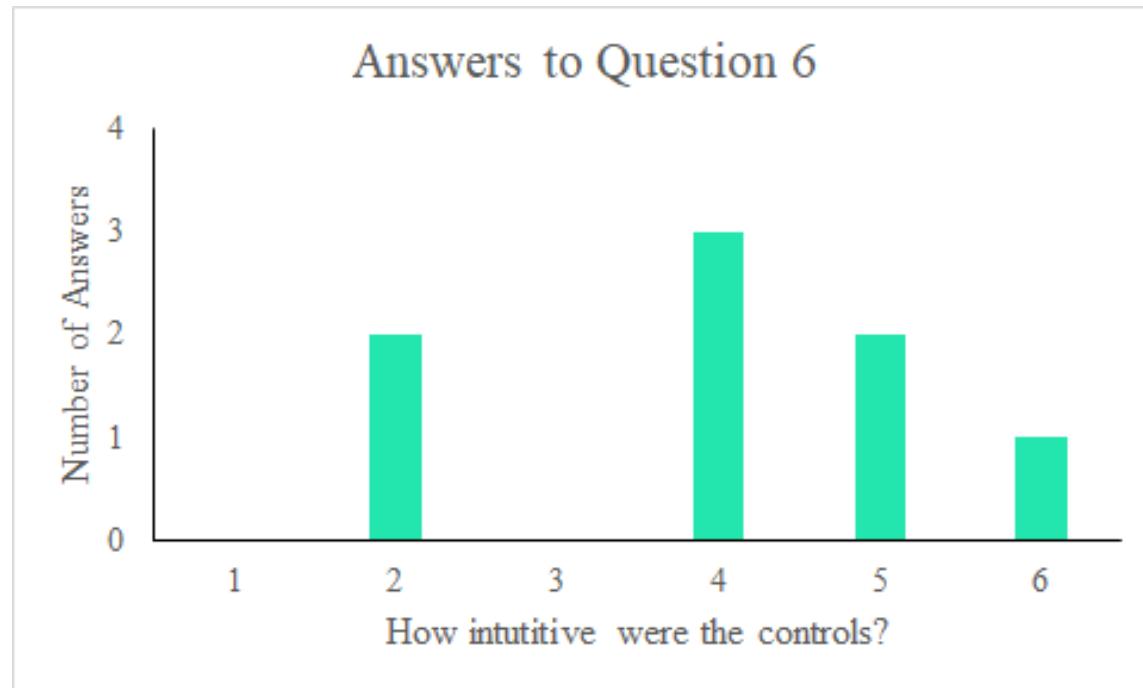
4. At what point in the game did you feel frustrated (if any)?

- First push block, did not seem able to make jump because pushed block too far
- Upwards dash stops forward momentum, but double jump does not
- Cylinder room, tough to find correct path after pulling lever
- First flame trap, don't know difference between interact (F) and wind push (Shift)
- First fan switch, didn't know to hit from side
- Platforming in cylinder room, colliding with center cylinder a lot

5. On a scale of 1 to 6, how challenging was the large cylinder room?



6. On a scale of 1 to 6, how intuitive were the controls?



7. What areas of the game were lacking? What improvements could be made?

- Lighting needs to be brighter / more colorful, hard to see small objects
- Add arrow to remind player where to go next
- Add instructions
- Visual feedback of levers and wind gust needed

8. Did you feel the art style fit the theme of the game? If not, please explain.

- Yes
- Yes, but too dark
- Consistent, simplistic, worked

9. Did you notice any issues with the game visually?

- Sometimes can dash twice, but not all the time
- Not enough lighting
- Where's the cat?
- Some clipping, some holes in environment

10. Any further comments?

- Movement could flow better, rather than halting after each dash
- Direct player where to go, improve lighting
- Display instructions
- Good job!

Developer Notes

- Spikes too spaced out
- Difference between left Shift and F (wind push vs interaction) not clear
- No audio feedback
- Lighting needs to be improved
- Physics on box felt good
- First push block section was a little challenging
- Potentially limit forward vs upwards dash?
- 2nd checkpoint was a little glitchy
- Make wind visible
- Good to not reset level when die and respawn at checkpoint (except maybe for the first push block sequence)
- Upwards dash slows forward momentum
- Generous checkpoints
- Forward dash was a little glitchy sometimes

Main Takeaways

There were a few major takeaways that we received from conducting our playtesting:

- For the most part, players enjoyed the controls and movement system with the jumps and dashes. The forward dash was a little glitchy sometimes, and it could be difficult to know when to use the wind push versus the interact key. However, players really enjoyed dashing through the dungeon.
- The traps in general could be quite challenging. This was mainly due to the fan switches not being completely functional, as it was difficult to hit each fan switch with the wind blast. Also, many players tried to blow out the flames with the wind blast, so we needed to clarify that they had to hit the fan switch instead of the flames.
- The final, large cylinder room proved quite challenging for players. This is what we wanted to accomplish: we wanted players to learn how to effectively use the character's

jumps and dashes to vertically scale the cylinder room. We also wanted the dungeon room with the push block, spike pit, and flame trap to be quite challenging and act as a final task that combined all previous obstacles.

- Everyone really liked the art style of the game. The less realistic look seemed to fit the magic wind princess theme that we strived for.
- The lighting needed to be improved throughout the entire level. There were certain interactive objects that were not visible at all because there were not enough lights in the dungeon. It was also sometimes difficult to know where to go in the level because some of the lighting around certain platforms were almost nonexistent.

Changes Made

Based on the feedback that we received from the playtesting surveys, we made several changes for our beta:

- We greatly improved the lighting in all areas of the dungeon, as well as in the throne room. This made it much easier to navigate with the character in the dungeon where before it was too difficult to see.
- We added a lot of sounds to enhance the audio experience of the game. This not only added more personality to the game, but also enhanced the feedback from player movement and made it clear when certain objects were interacted with.
- We added a particle system for the wind push so that it was clear that the character was creating wind with the left Shift.
- We added many more spikes into the spike pits. Before, the spikes were spread out to the point where it looked like the character could walk between them. However, if the character tried, they would still die and respawn at the last checkpoint. Adding more spikes fixed this issue, as it no longer looked like the character could walk in the spike pits.
- We added more animations to further enhance the visual feedback and make the characters more expressive.
- We made the fan switches much easier to hit by increasing the radius of the sphere created by the line trace vector that acted as the direction for the wind push. That way,

players would not have to hit the fan switch model in one exact spot, and it became a lot less frustrating.

- We finally added Sakura (the cat) at the end of the game!

Princess and the Cat Playtesting Survey

1. What was your favorite part of our game?

2. On a scale of 1 to 6, how much did you enjoy the player movement system?

Did not enjoy 1 2 3 4 5 6 Really enjoyed

3. On a scale of 1 to 6, how difficult was it to navigate around the traps?

Not difficult 1 2 3 4 5 6 Extremely difficult

4. At what points in the game did you feel frustrated (if any)?

5. On a scale of 1 to 6, how challenging was the large cylinder room?

Not challenging 1 2 3 4 5 6 Extremely challenging

6. On a scale of 1 to 6, how intuitive were the controls?

Not intuitive 1 2 3 4 5 6 Very intuitive

7. What areas of the game were lacking? What improvements could be made?

8. Did you feel the art style fit the theme of the game? If not, please explain.

9. Did you notice any issues with the game visually?

10. Any further comments?