



MILESTONE 7 PLAYTESTS: JUGGERNAUT

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Glossary

Page	Section
1	Glossary
2	Intro
3	Questions to Answer
4	Sampling and Bias
5	Testing Instrument
6	Results and Analysis
9	Actionable Data

Intro

This is a summary of the methodology and data of the milestone 5 playtests. If you are a member of the team, it is likely that you want to skip to the results, which begins on page 6.

Game Description

Team Name: Purloin

Engine: Unreal 4.19.2

Project Name: Night Heist

Genre: Action-Stealth

High Concept: (NOTE: WE NEED A HIGH CONCEPT FOR JUGGERNAUT.)

Build Info

These tests were conducted with the Juggernaut build from 3/30.

Questions to Answer

Questions:

- What bugs exist?
- Is the game engaging?
 - Measured by survey.
- What are players' favorite abilities to use?
 - Measured by survey.

Sampling and Bias

of Tests: 40

This research uses a convenience sample of students at DigiPen Institute of Technology's LAN party. This could bias participants, as many of them are friends and colleagues of the developers. Ideally, I would be using a human subjects pool, but that isn't an option here.

I am biased because I am a member of the team that is developing the game.

Testing Instrument

Script

Players were told the premise/objective of the game and the controls for the thief. They were told they'd have to figure out the juggernaut's abilities themselves, but that the juggernaut could shoot with left click and capture with E.

Survey

The survey can be found on the team google drive, survey 8.0: Juggernaut. The survey is broken up into two parts. First, a pre-test survey collects basic demographic data and attempts to account for bias, specifically players who have previously played the game. Next, players take a post-test survey. The post-test survey is intended to gather data on engagement, balance, and abilities.

Results and Analysis

What bugs exist?

All of these have been documented on HackNPlan.

- Multiple-artifact glitch
- Text for night-vision sometimes shows up on every computer
- Text for night-vision shows up on multiple computers
- Text feedback for night-vision breaks when spammed
- A purple vignette that indicates being trapped sometimes exists permanently
- Ping is still spammable

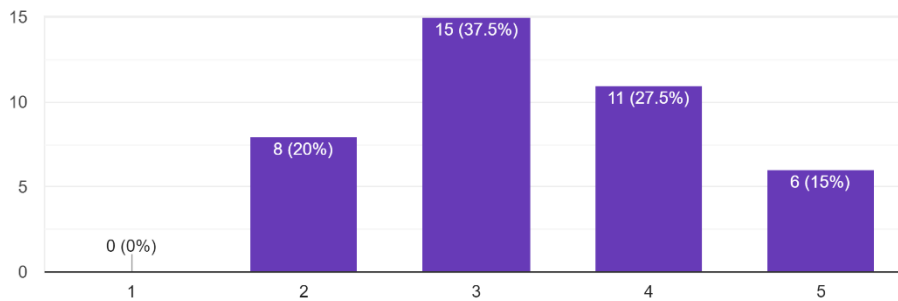
Is the game engaging?

Yes. Players found this game more engaging than any game we've tested previously.

Players averaged 3.375 on a 5-point likert scale when asked to rate the statement “I would recommend this game to a friend.” During milestone 6, players averaged 2.9375 when asked about the Heist gamemode, so this version of juggernaut appears to be more engaging than Heist was one milestone ago. Players averaged 3.625 on to rate the statement “This game was action packed,” which is also the highest number we’ve seen for that question, as we’d expect from Juggernaut. That number is far less important than the 3.375 on recommending the game.

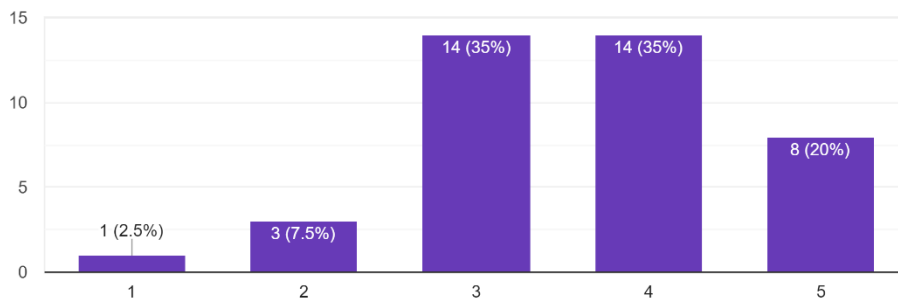
I would recommend this game to a friend

40 responses



This game was action-packed

40 responses



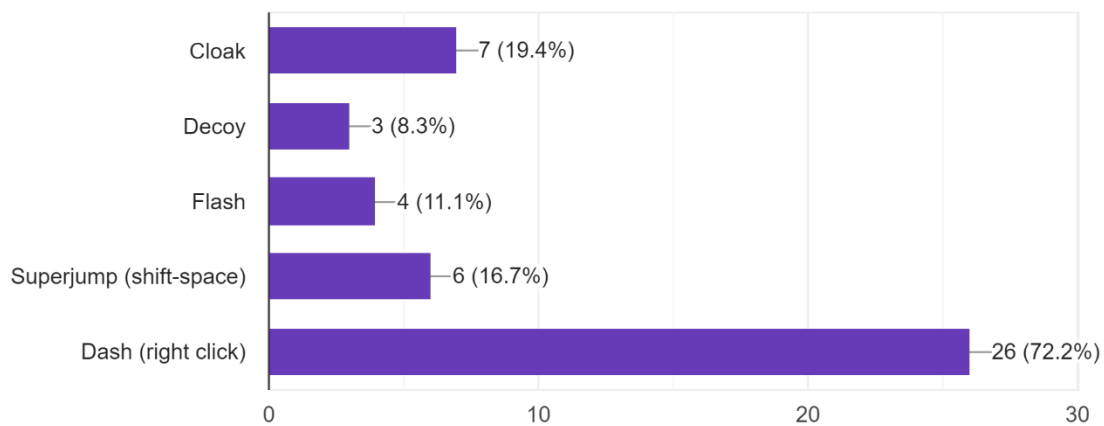
What are players' favorite abilities to use??

As a thief, dash. As juggernaut, their gun and trap.

See the graphs below. We should also consider cutting abilities that people don't select often, which will be discussed at the next design meeting.

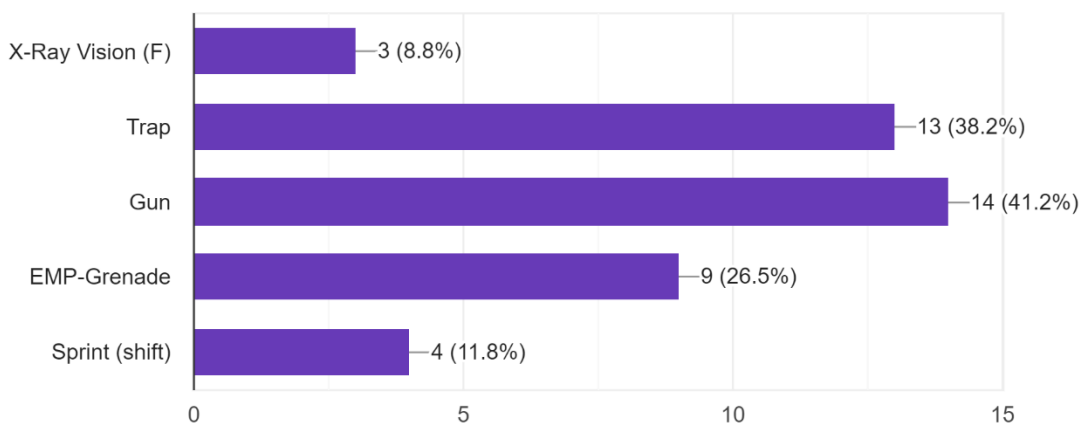
Select your favorite thief abilities

36 responses



Select your favorite juggernaut abilities

34 responses



Actionable Data

All of these will be discussed with design and made into tasks as appropriate.

- Fix bugs (documented).
- Improve the lighting in the level.
- Juggernaut doesn't feel very strong. The game-mode seems fun and balanced though, so we want to consider how to address this.
- One-hit-kill doesn't feel like a juggernaut. We should discuss this.
- Increase the range of the melee stun.
- Add a scoreboard.
- Light the stairs to make them easier to find in the level.
- Cut night vision. Cut xray vision. Discuss cutting other abilities.
- Discuss length of timer.
- Discuss and iterate upon respawning.
- Implement a less-jarring transition for death.