

Deluge Diver Playtest Report

The Doom Collective

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Executive Summary

Positives

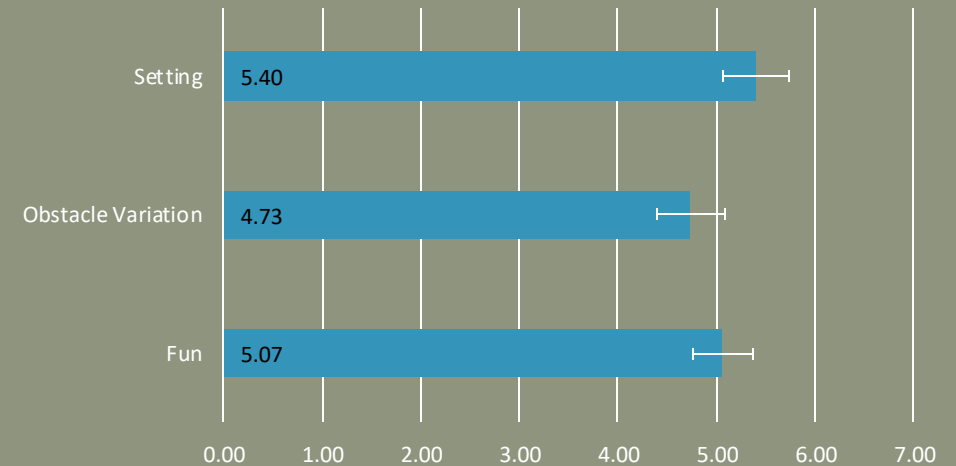
- **Engaging story**
 - 9 out of 11 Testers accepted the available quest in their first encounter with the NPC
- **All categories scored similarly**
 - There is a balance across the core pillars of the game
 - The setting was the most enjoyable component

Players accepting Mailman quest upon being offered

Accepted first time Rejected first time



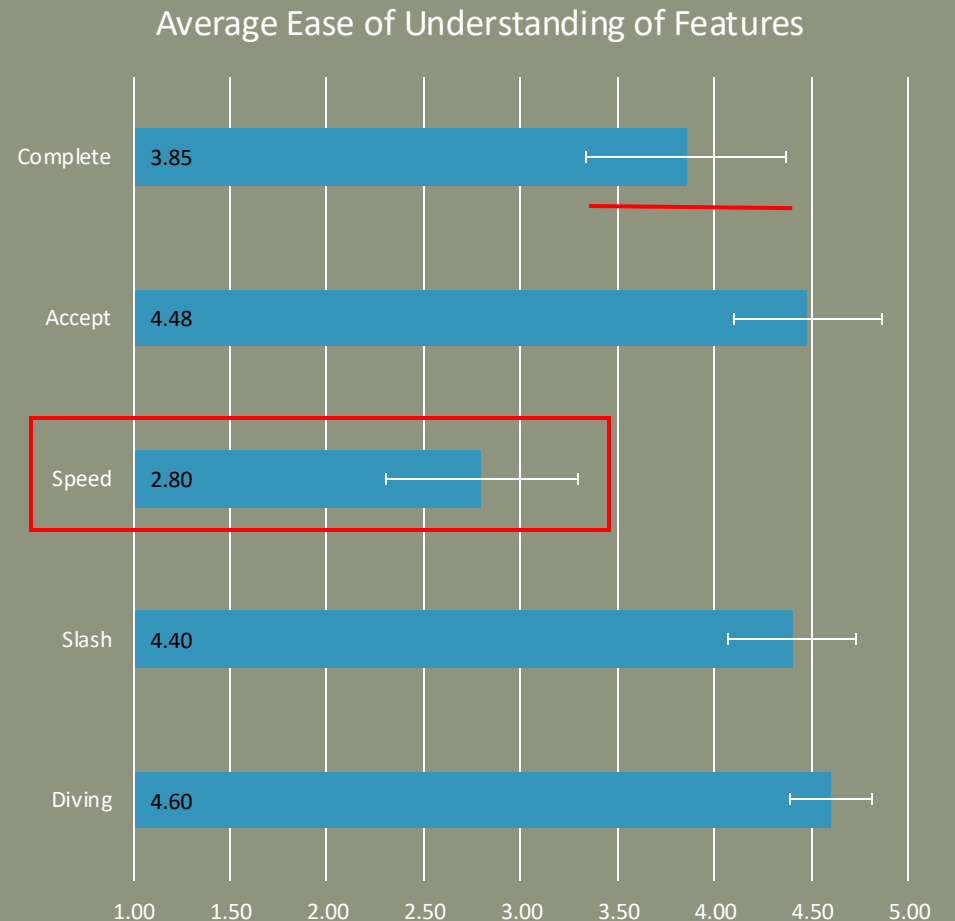
Average Enjoyment Across Questions



Executive Summary

Negatives

- **Players don't understand how the speed system works.**
 - 7/15 Testers mentioned not understanding the speed system
 - Ranked lowest average understanding.
- **Complete has a moderate average score**
 - Noticeable error bars suggests inconsistency in player understanding.





View responses

15

Sample

Total participants: **15**

Locations of playtesting:

- Library Learning Commons
- The Marquee
- Game Design hallway: The Wedge and Fishbowl
- Common areas in student housing (testing with housemates)

Average estimated age of player base:

- Around 19-30

Potential Biases

- All participants are Sheridan Students
- All participants live in the GTA



Methodology

- In-person appreciation testing
- Played to the completion of the first quest
- Post-test survey
 - Ratings from 1-7
 - Short answer
- Data unified under session ID
 - Video recording
 - Telemetry data
 - Survey responses

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Speed System

- **The speed system is the most confusing mechanic**

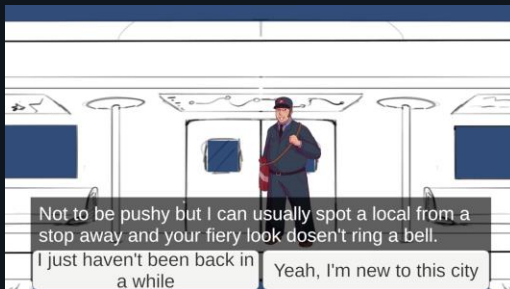
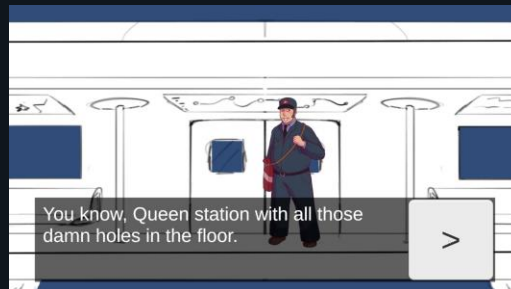
- Testers rated the speed to be the least understandable even in the most favorable look at standard error.
- The mechanic is disliked among testers who also rated it difficult to understand.

	maybe just adding instructions for the gameplay sections, there was one thing I did not know about, which was how to gain speed. otherwise, solid job	the zoomies are fun even though I didn't know where I'm gaining them
	the speed was a bit difficult apart from that I enjoyed the obstacles and it was easy to get lost into playing the game	Would like a little more tutorial at the front end to grasp the speed gain and slash skills.
	I struggled to learn how to gain speed and figure out how to slash things, but I liked the idea that I could have a way to attack	it's very unclear what's going on, the gaining speed mechanic wasn't explained

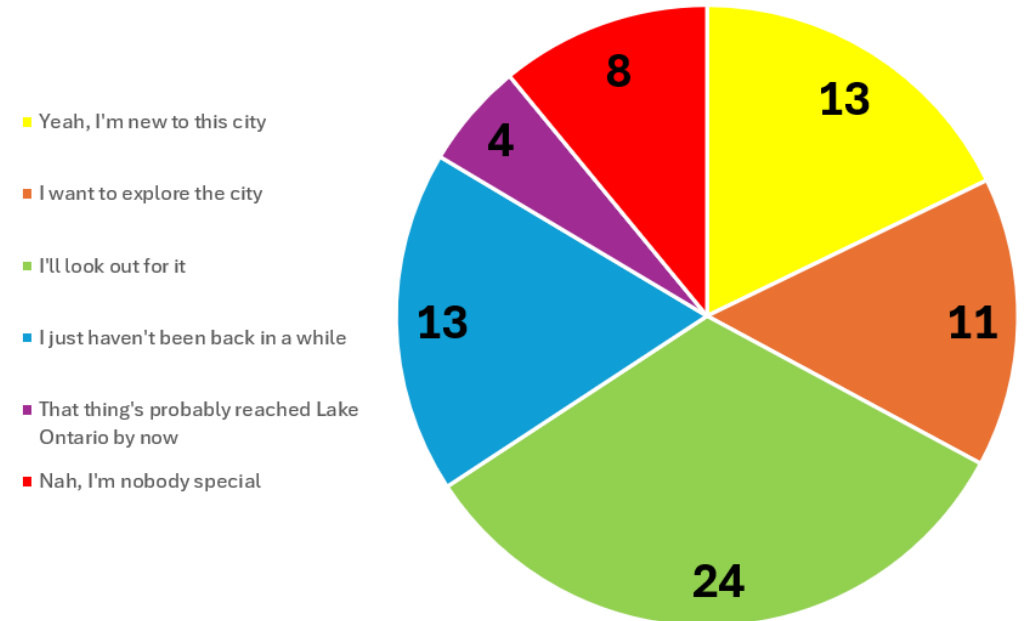
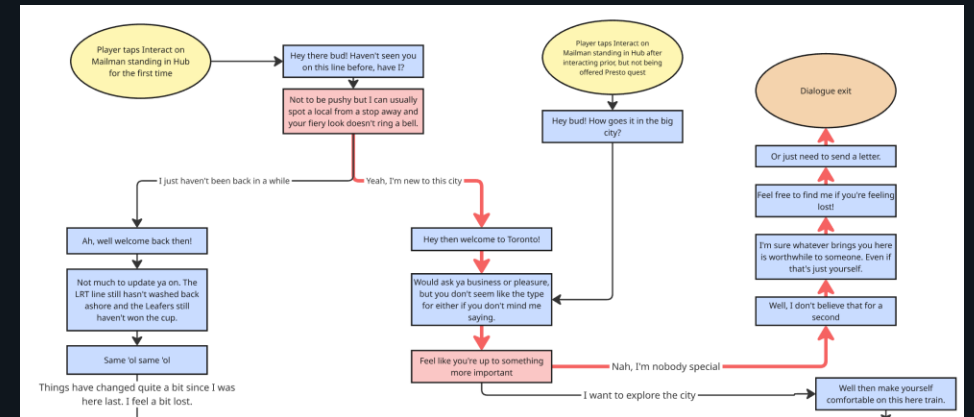
Findings

Dialogue Selection

- **Players need clearer guidance through dialogue to engage with it the way they intend to**
 - Almost every player chose to help the mailman, but some had to re-enter dialogue multiple times
 - Re entering the dialogue to choose other paths signified interest in actually getting to the intended content



Of Times Dialogue Options Chosen



Findings

Transitions Between Sections

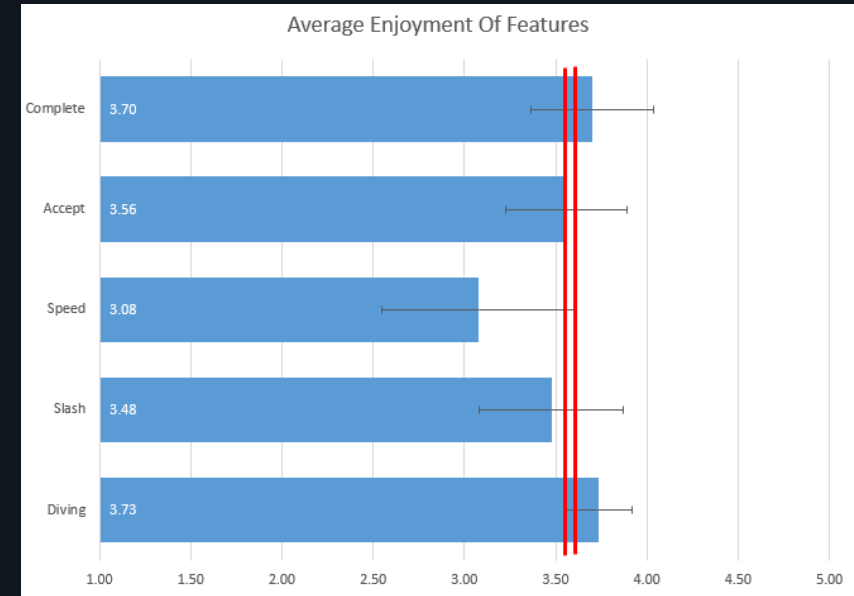
- **Clear concentration of mouse clicks**
 - Highest concentration of mouse clicks on the "next dialogue" arrow
 - Rightful amount on the UI buttons
 - Curiosity on the NPC and the outer background



Findings

Completing Quests

- **Completing quests is of uncertain fun**
 - Only 2 out of 15 testers disliked the mechanic, but the error bars are wider then diving
 - Null hypothesis can't be ruled out as to completing quests making the games fun rating higher



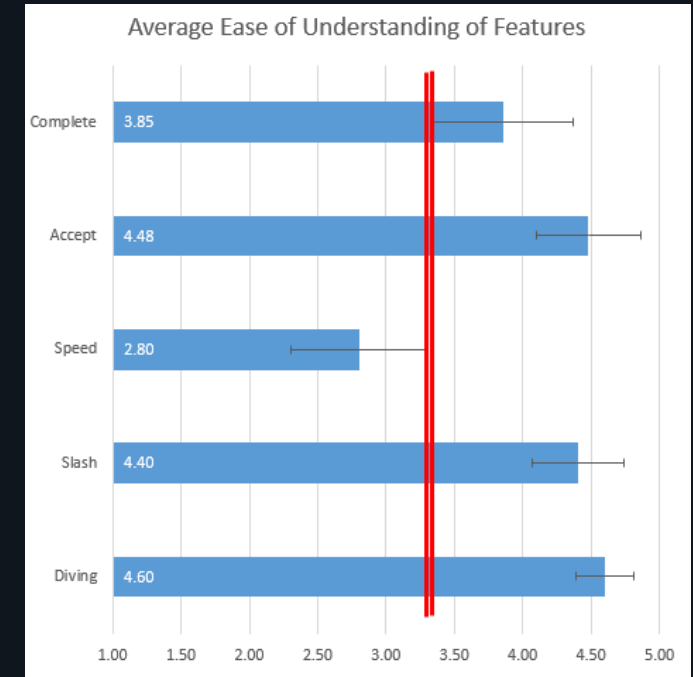
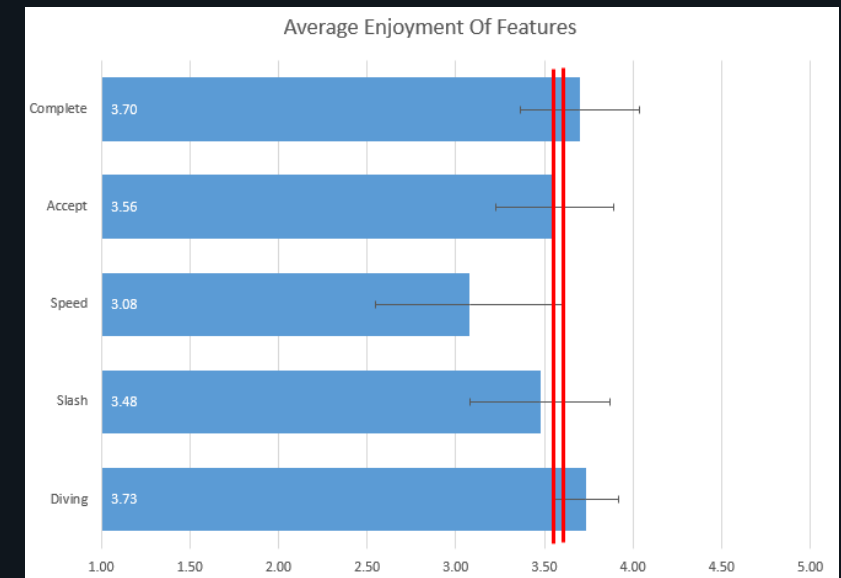
Crosstab		Fun Rating		Total
		<5	>=5	
Completed Quest	FALSE	1	4	5
	TRUE	4	6	10
Total		5	10	15
Fisher Exact Test				
P =		43%		
		P < 5%		

Findings

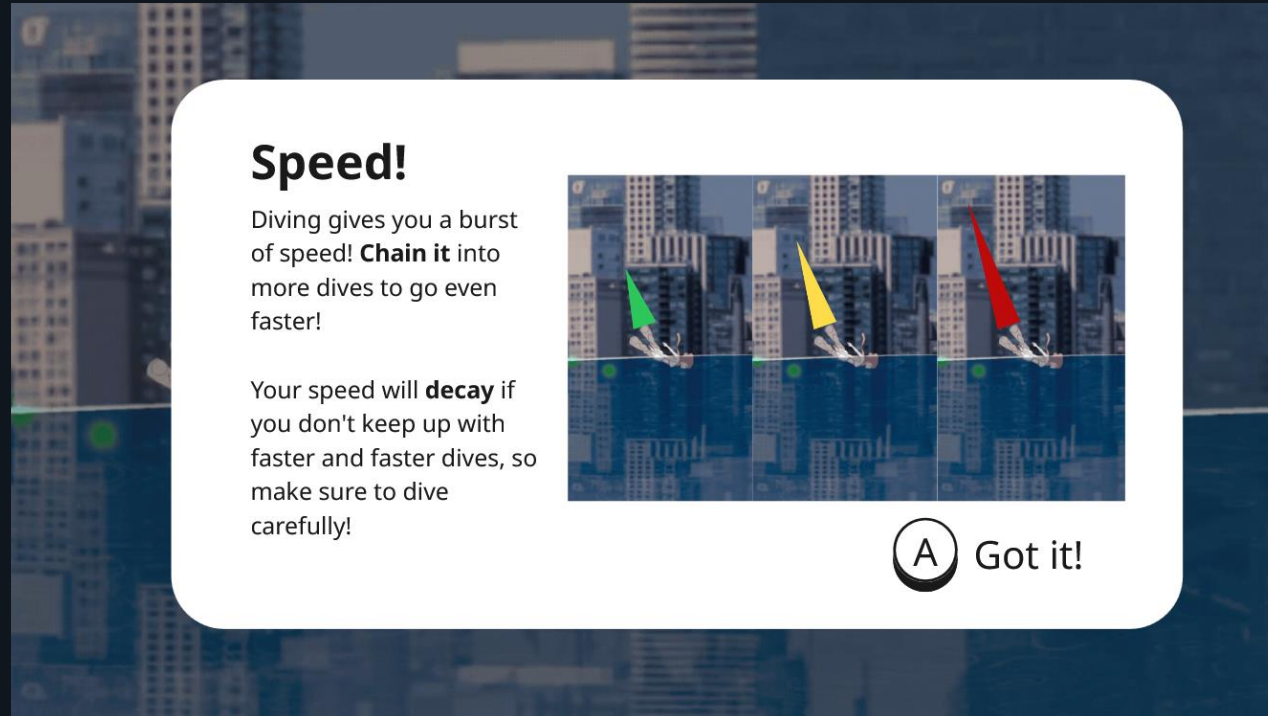
Enjoyment Vs. Understanding

- **Diving is likely to be the most well-rated mechanic**
 - Diving is rated highly on both understanding and enjoyment.
 - More playtesting may be needed to assess the connection between the two.

Average Enjoyment	Average Understanding	Understanding vs. Enjoyment	
3.73	4.60	P =	10%
3.48	4.40		
3.08	2.80		
3.56	4.48		
3.70	3.85		



Recommendations



"Would like a little more tutorial at the front end to grasp the speed gain and slash skills."

- **More signifiers for the speed system.**
 - Tutorial pop-up and trail effect to give more information to the player.
 - Correlation between players who enjoyed the speed system and understood it.
 - Divisive enjoyment rating, but consistently low understanding rating.

Recommendations



- Revise the “Back to game” button
 - Clear up the language on the transition button to “play” and place it on the doors.
 - 3 Players were observed struggling once they finished the mailman dialogue.

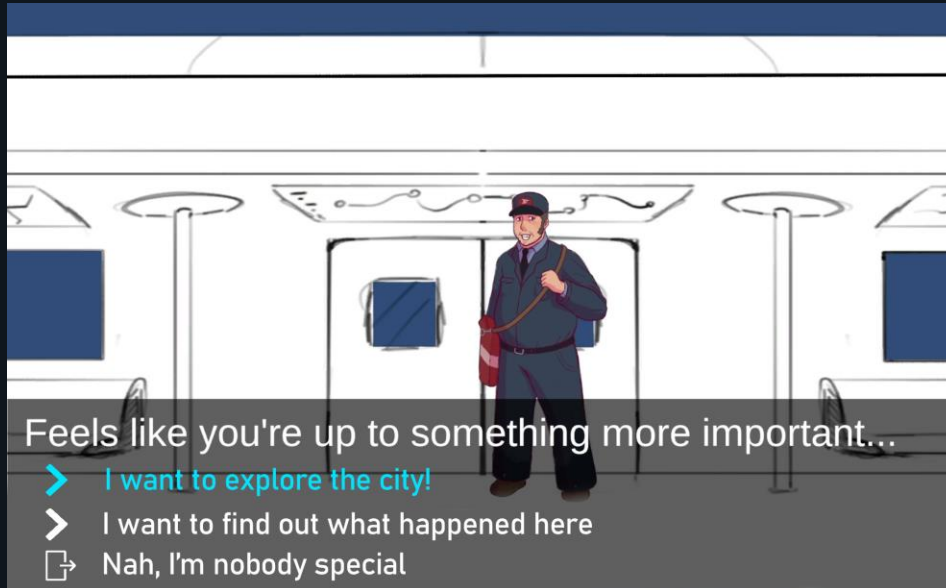
Recommendations



Playtest build
dialogue with
choice entirely up
to player
interpretation of
statement intent



Vertical hierarchy
and icons indicating
if a choice will exit
the conversation



- **Affordances to the ideal dialogue path**
 - Give visual hierarchy to options presented
 - Many players want to take the most ideal/developer intended path
 - People went through dialogue multiple times, showing they were engaged despite choosing early exit options

Thank you for
listening