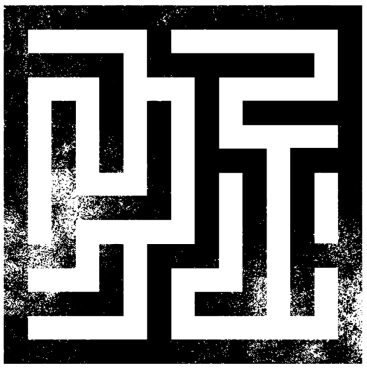

Moirai's Trial

Playtesting Plan

3rd Dev Cycle - May 2021

Daniel Gonçalves [98845]

Diogo Sá [87652]

Diogo Silva [98776]

Martim Norte [87076]

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1 Introduction

In this final phase of **Moirai's Trial** development the team had to, once again, resort to testers in order to ascertain that the final prototype is ready, with all game loops closed and main features working as intended. This report goes over the playtesting plan that will be taken into practice by the team during the course of the final week of development.

Generally speaking, the team will conduct two different play testing sessions, each with different intentions. The goal of each of these and what was inferred will be further discussed in their own sections.

The game's prototype can be downloaded at https://fenixds.itch.io/moirais-trial and the forms used at [ ] (Session 1) and [ ] (Session 2).

2 Proceedings & Testers

Two play testing sessions will be conducted, the first on Wednesday, 26th of May, 2021, and the second on Friday, 28th of May 2021. Both sessions will be done at night, after dinner, and will count with the participation of 8 members of our focus group. Ideally, the team would have liked to have had tests of 10 people each, but due to restrictions in time from our testers and availability during a tough month of students (of which a big majority of Moirai's Trial's focus group is constituted of), made it impossible to organize 10-people sessions.

These sessions will be conducted via Discord voice chat (similarly to all other user feedback activities). Testers will be given a small introduction to what will happen during the session and the overall type of questions that will be done. They will also be asked to download the most up to date prototype of **Moirai's Trial**. Afterwards, three matches will be played per session. During these, we will ask that players *mute* and *deafen* themselves on Discord, only unmuting and undeafening after they either lose, win, or the game ends.

After gameplay players will be asked to fill a form and state their opinions on the game and the matches they played.

3 Obtaining Feedback

3.1 Player Questioning

Players will be questioned directly via both conversation and *Google Forms*. The questions will vary per session, but will target aspects like how much fun the player had, what they thought of the experience, feel of the powerups and shooting, whether they formed teams, whether they felt the need to attack other players, as well as more technical questions such as whether they experienced any bugs, and so on.

3.2 Instrumentation

Besides player questioning, the team will also employ automatic instrumentation via **Unity Analytics** in order to receive several metrics about the played matches. More specifically, the team will store, for each match:

- Match Duration
- Phase in which the game ended
- Time spent in Phase 1
- Time spent in Phase 2
- Time spent in Phase 3
- Number of Deaths
- Number of Challenge Rooms found
- Number of Challenge Rooms solved
- Number of players who won
- Number of players who lost
- Ability usage frequency (recorded per ability)

These values will be then used for averaging and analysis. The team wants to understand the feel and flow of the game and whether it's being "played as intended" in the sense that players are actually playing each of the game's phases as the team expected, i.e, players are able to find challenge rooms, not too many players are killed, challenge rooms are actually able to be solved, and so on.

With this information, the game can then be tweaked to fix any flow and balancing issues that may have been noted during the playtesting sessions.

4 Sessions

4.1 Session 1 - Debug & Performance Session

This first session, to be conducted on Wednesday, 26th of May, 2021, aims at finding as many bugs as possible in the game. Some assets and final polish may still be missing from the prototype, and we expect there to be balancing issues, whether it be projectile damage, powerup cooldowns or even time between phases.

We expect players to have complaints and with that feedback the team hopes to fine-tune the game's values in order to create a balanced experience.

The team also expects there to be issues and problems like minor multiplayer anomalies, but with this session we'll be able to more easily identify and quickly correct these issues than if we were just testing the game between the team's members. As such, besides the normal instrumentation used, players will be directly asked to fill a form that will contain questions about game balancing and bug reporting.

As a multiplayer game that requires a certain level of performance, both in terms of frames but also ping and player-server-player sync, we will also be ascertaining that all players are able to connect to the Photon Server with no hitches and that they're all looking at a synced view with minimum packet losses. The team also wants to make sure that all assets, both artistic and scripting, aren't weighing too heavy and causing bottlenecks of frame-performance. The game should be able to run on most machines, not just the beefier ones.

4.2 Session 2 - Polish Session

Session two will be done on Friday, 28th of May, 2021, two days after the first. During these two days the team will be fully focused on fixing all issues and bugs found during session one. As such, this session will serve as a final runthrough the game to make sure it's in a fully complete state (as fully and complete as a proof-of-concept prototype can be). Players will be asked to download, once again, the most recent version of the game, which the team expects to be more polished than the latter, with all art and level assets fully implemented.

The same metrics will once again be recorded and compared to the ones from the previous session (in order to make sure there are meaningful changes). At the end the questions asked directly to players will be directed towards whether they enjoyed the game, whether it's something they could see themselves playing more times, and once again, what they thought about the game's feel between other questions. Finally, they will also be asked whether the game meets what they expected the game to be (taking into account these testers were part of the entire process of user feedback that occurred during the game's development).

Players during this session will also be asked whether they **consent** to having their matches recorded. These are the recordings that will then be used to produce marketing material such as cinematic and gameplay trailers for the game. After this session, during the weekend the team will fix any other issues that might have been found, but they will be mostly focused in preparing the game's presentation.

4.3 MOJO

After **Moirai's Trial's** presentation on MOJO the team will close off by asking any of the viewers interested to join our testing server in order to attempt to arrange a few matches. However, due to the unknown nature of whether or not people will be interested in playing, especially on a day filled with other presentations and activities, the team is unsure how many players will be able to be gathered. Nevertheless an attempt will be made, and the resulting analytics taken into account for a Post-Mortem analysis (and possible future improvements for a commercial release of the game).