



S.P.H.E.R.E.S.

Super Phast Homogenous Ergonomic Rolling Extraterrestrial Spheres



Playtesting Presentation
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Playtesting S.P.H.E.R.E.S



- Thursday 07. June 2007
- IFW D33 on big screen and XBox 360
- 8 play testers with different backgrounds
 - Biologists, Physicians, Electronic Engineers, Computer Scientists, Machine Engineers
 - Mostly friends and co-students
- 3 packs of potato chips and 6 liters of beverages
- 1 annoyed PhD student

Impressions



Questionnaire



S.P.H.E.R.E.S Questionnaire

Graphik

Gibt es etwas, das dich an der Graphik gefällt hat? Falls ja, was?

Hat dir etwas besonders gut gefallen? Falls ja, was?

Bewerte bitte die Graphik:

Min. Genü. OK Max.

Musik und Soundeffekte

Ist etwas störend aufgeföhren? Falls ja, was?

Was etwas besonders gut? Falls ja, was?

Bewerte bitte die Musik/Soundeffekte:

Min. Genü. OK Max.

Steuerung

Wie das Spiel intuitiv und gut zu spielen?

Hildest du etwas lieber anders gehöh?

Allgemein

Was ist das größte Highlight im Spiel?

Was wöhdest du änderöh?

Reihst dem Spiel irgendwas?

Welche Änderung wöhde deiner Meinung nach das Spiel am stärksten verbessern?

Mein Gesamteindruck vom Spiel:

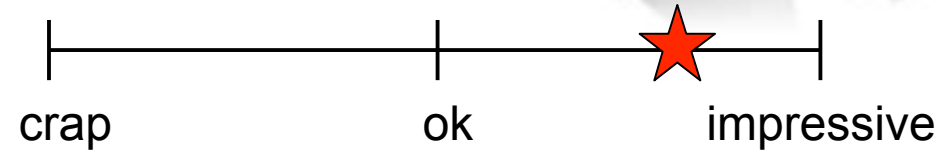
Min. Genü. OK Max.

- Every tester filled out an evaluation form
- Questions about
 - Graphics
 - Sound
 - Controls
 - Gameplay
 - Suggestions and critiques

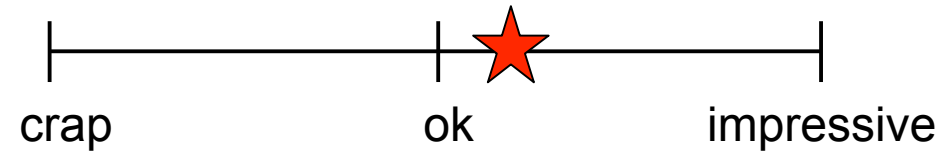
Overall Results



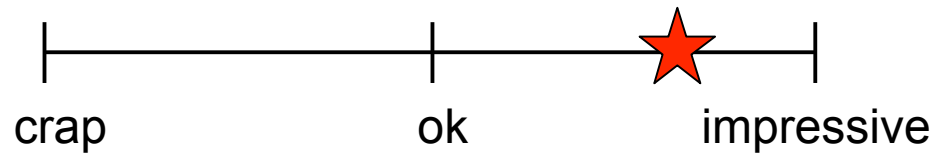
- Graphics



- Sound



- Overall



The good and the bad



- Most favorite game aspects
 - Mind control power-up
 - Direct competition
- If they could change anything ...
 - More intuitive camera
 - Player orientation on minimap
 - More levels and game modes

Implications



- Removed some bugs
- Improved Camera
- Improved Minimap
- 2 brand new power-ups
 - Multiply and Divide points earned
- Score penalty on death
- Better visual feedback on power-up use
- More simultaneous power-ups on map
- Power-up parameter fine tuning

Still working on



- Offensive power-up use slows down coin pick-up/delivery
- Still some minor bugs
- Minor issues with shadow mapping
- If we had more time ...
 - More arenas
 - More game modes (racing, death match, more players, ...)
 - Sound and Visual effects

Debriefing I



- Biggest technical difficulty:
 - Dynamic shadows
- What we would do differently:
 - More detailed planning of program architecture
- Greatest success:
 - Seeing the smile on the face of the game testers

Debriefing II



- Are we happy with the final results?
 - One Yes, Two mostly ...
- Consider the project a success?
 - We yes; the jury, we will see ...
- Project plan and Milestones
 - Met milestones and plan (although with a higher effort)

Debriefing III



- Improvements for the course
 - A dedicated room (crowded, reserved and exams)
 - Dual screen systems
 - Working sound (XACT) on lab computers
- Did we like the XNA framework
 - Yes, good to start with, but some difficulties (accessing low level functionality)