Blank Canvas v2.0: Formative Playtest 1 Study Plan

Research Objectives

- **Determine the overall difficulty of each <u>level</u>**
  - ∟ Number of player deaths per task/<u>level</u> (ratio)
  - ∟ Time to task/<u>level</u> completion (ratio)
- **Determine the difficulty of each <u>room</u>**
  - ∟ Number of player deaths per task/<u>room</u> (ratio)
  - ∟ Time to task/<u>room</u> completion (ratio)
  - ∟ Degree of success for task/room completion (4 point scale; ordinal)
    1. No problem
    2. Minor problem
    3. Major problem
    4. failure
- **Gain insight as to players' feelings about each room**
  - ∟ "Rate the difficulty of each room on a scale of 1-5" (ordinal)
  - ∟ "Rate your enjoyment of this room on a scale of 1-5" (ordinal)
  - ∟ Would you change anything about this room? (subjective; non-data)
- **Identify any issues with the game's mechanics**
  - ∟ If issues are encountered, how severe are they? (issue severity / ordinal)
    - ∟ Low: *rare occurrence and low impact on player experience*
    - ∟ Medium: *rare or regular occurrence and medium impact on player experience*
    - ∟ High: *regular occurrence and high impact on player experience*
    - ∟ Critical: *game breaking*

Procedure

*This build has no tutorial so you will need to tell testers the controls:
J to paint blue and hold space to jump higher.
K to paint red and pick up/down with E.
L to paint yellow.

For this formative playtesting study we will be measuring the number of player deaths per room, the time it takes for players to complete each room, the degree of success players had when completing each room, the subjective opinions players have about each room, and the severity of any issues that are found during playtests.

We will also be asking general questions about the game at the end of the study.

Since we will be using OBS, researchers **will not** need to record the following data in real-time:

⌐ Time to room completion

Researchers **will** need to record the following information in real-time, as the player is playing:

⌐ Number of player deaths per room
⌐ Degree of success for room completion (1-4)
  1. No problem
  2. Minor problem
  3. Major problem
  4. failure
⌐ Players' answers to questions:
  ⌐ "Rate the difficulty of each room on a scale of 1-5" (1-very easy; 5-very hard)
  ⌐ "Rate your enjoyment of this room on a scale of 1-5"
  ⌐ Would you change anything about this room?
⌐ Any issues that are found

After all data has been collected for each room, we will extrapolate the data to each level, and to the game as a whole.

Tasks

Task 1: Play through level 1 (rooms 1-10)
Task 2: Defeat the boss for level 1 (Jistle)
Task 3: Play through level 2 (rooms 1-10)
Task 4: Defeat the boss for level 2 (Jostle)
Task 5: Play through level 3 (rooms 1-10)
Task 6: Defeat the boss for level 3 (Jangles)

Session Times

Tuesday March 1st, 2021 (earliest)

Study Plan

Introduction (read this to playtester before starting to record)

- **Welcome**: Hi, my name is _____, and I am a user researcher for Clown Town Games. Today we will be talking about the game "Blank Canvas", but before that there are some things I need to tell you.

- **Consent:** First of all is consent for today. There is a form to sign, and it says...
  - That we will be recording the session today, including what happens on the screen and what we talk about.
  - These recordings are mainly for our note taking, in case we miss anything, but they might also be seen by other people on our team. They will not be shown publicly to people outside the organisation, and will be deleted after 3 months.
  - It also says that you can take a break, or leave at any time, without needing to give us an explanation.
  - It also explains that you can request for the information we record to be deleted. It has details on how to do this.
  - Please read through the form and ask any questions. If you're happy you can sign it or give us verbal consent.
- **The session today:** So today, we'll be talking about Blank Canvas. This will involve us having a brief chat about your experience with similar titles. Then we will ask you to play a couple levels, and we'll ask for your thoughts about them. Finally we will ask you some questions at the end about your final thoughts.
- **I did make it:** I should let you know that I was part of the team that made the things we'll be looking at today. That being said, please feel free being honest about what you like and don't like. I won't take it personally and your honesty will help us a lot.
- **We're not testing you:** There's no right or wrong answers today, and we're not testing how good you are at playing the game Blank Canvas. If anything seems more difficult than you'd expect, tell us and we can make the appropriate changes.
- **Imagine you're doing this at home:** Mostly we'd like you to use this as you normally would at home. If you do get so stuck you would give up at home, let us know and we'll help out.
- **Any questions:** Do you have any questions about anything I've covered so far, or what we'll be doing today?
- **Disclaimer:** there are clowns in this game and some violence

---Start Recording and use the playtesting results spreadsheet---

Pre-Study Questions
Demographics
- What's your name?
- What's your age?
- About how many hours in a week do you play video games?
- On a scale of 1-5, how would you rate your skill at playing video games?
- Have you played a version of this game before?
- Have you heard about this game before?

Tasks

Task 1	Play through level 1 (for each room 1-10)

During the playtest we will record:
- The number of player deaths per room
- The degree of success for room completion (1-4; no problem, minor, major, failure)
- Any issues that are found

Post-Task questions (per room):
- Rate your enjoyment of this room on a scale of 1-5
- Rate the difficulty of the room on a scale of 1-5
- Would you change anything about this room?

This answers:
- Determine the difficulty of each room
- Gain insight as to players' feelings about each room
- Identify any issues with the game's mechanics

Task 2	Defeat the boss for level 1 (Jistle)

During the playtest we will record:
- The number of player deaths per room
- The degree of success for room completion (1-4; no problem, minor, major, failure)
- Any issues that are found

Post-Task questions (per room):
- Rate your enjoyment of this room on a scale of 1-5
- Rate the difficulty of the room on a scale of 1-5
- Would you change anything about this room?

This answers:
- Determine the difficulty of each room
- Gain insight as to players' feelings about each room
- Identify any issues with the game's mechanics

Task 3	Play through level 2 (rooms 1-10)

During the playtest we will record:
- The number of player deaths per room
- The degree of success for room completion (1-4; no problem, minor, major, failure)
- Any issues that are found

Post-Task questions (per room):
- Rate your enjoyment of this room on a scale of 1-5

- Rate the difficulty of the room on a scale of 1-5
- Would you change anything about this room?

This answers:
- Determine the difficulty of each room
- Gain insight as to players' feelings about each room
- Identify any issues with the game's mechanics

Task 4	Defeat the boss for level 2 (Jostle)

During the playtest we will record:
- The number of player deaths per room
- The degree of success for room completion (1-4; no problem, minor, major, failure)
- Any issues that are found

Post-Task questions (per room):
- Rate your enjoyment of this room on a scale of 1-5
- Rate the difficulty of the room on a scale of 1-5
- Would you change anything about this room?

This answers:
- Determine the difficulty of each room
- Gain insight as to players' feelings about each room
- Identify any issues with the game's mechanics

Task 5	Play through level 3 (rooms 1-10)

During the playtest we will record:
- The number of player deaths per room
- The degree of success for room completion (1-4; no problem, minor, major, failure)
- Any issues that are found

Post-Task questions (per room):
- Rate your enjoyment of this room on a scale of 1-5
- Rate the difficulty of the room on a scale of 1-5
- Would you change anything about this room?

This answers:
- Determine the difficulty of each room
- Gain insight as to players' feelings about each room
- Identify any issues with the game's mechanics

Task 6	Defeat the boss of level 3 (Jangles)

During the playtest we will record:
- The number of player deaths per room

• The degree of success for room completion (1-4; no problem, minor, major, failure) • Any issues that are found
Post-Task questions (per room): • Rate your enjoyment of this room on a scale of 1-5 • Rate the difficulty of the room on a scale of 1-5 • Would you change anything about this room?
This answers: • Determine the difficulty of each room • Gain insight as to players' feelings about each room • Identify any issues with the game's mechanics

Post-Study Questions

General Questions

- Is there anything you struggled with?
- What was the most frustrating part of the game?
- What was your favourite part of the game?
- What was something you wanted to do but were unable to?
- If you had a magic wand and you could change anything about the game, what would you change?
- How would you describe this game to your friends and family?
- Last question, do you have any general comments about the game?

Wrapping up

- **Consent:** I've given you a copy of the form you signed at the beginning. If you have any questions later, do let us know using the contact details on the form.
- **Thanks:** That's everything for today. Thanks again for your time, it's been really helpful.