

## Eco Play test report 1

### Material used:

2 x Grid papers, 20x28 grids; marked 1-28 and A-T

2x batteries as player character.

2 x bent paper clips as mutants

8x pieces of paper as furniture

6x pieces of paper as trees

8x pieces of paper as walls

I also used one grid paper with a copy of the room to paint the way the player walked, like a scrap paper

### What was the meaning with this play test?

With this first play test I wanted to see that the concept worked on a core level and that the prototype worked as it should. I also wanted to see if I missed something that could be crucial to the game play.

### The setup:

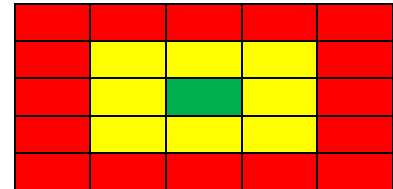
The prototype requires two players to work, one Game master and one player. The Game master controls the mutants, and gives information to the player when s/he requires it. In this play test I sat as the game master and Lisa Rosandher sat as the player. I created the following playfield:

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
A	Red										Black	Black				Brown	Black	Brown	Brown	Brown	Black								
B											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown				
C											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
D					Green						Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
E											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
F											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
G	Green										Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
H											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
I											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
J			Green								Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
K											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
L											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
M											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
N											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
O			Green								Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
P											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
Q											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
R											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
S	Green				Green						Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	
T											Black	Black				Brown	Black	Brown	Brown	Brown	Black				Brown	Brown	Brown	Brown	Yellow

Color scheme	
Black	Walls
Brown	Furniture
Green	Vegetation
Yellow	Start point
Red	Finish point

### The rules used during the game test are:

When the player decides to use the vision, s/he may look in different steps. One step is the nine squares around him as seen in the picture beneath; the green square is the player and the yellow squares are one stepvision and the red is two stepvision. When the vision is used thou, the mutants get to move in the same amount of steps as the player choose to watch.



If the player walks blindfolded into something, the move resets and the mutants get to move one step. The movement of the mutants is done by drawing one of three notes which says either right, forward or left. The player also got to know where the finish line was so s/he could have anything to go on or else it would be really hard.

### What did the play test result in?

During the play test I gathered a couple of questions or new rules to use that either Lisa asked or that I realized was missing. Those are;

- What happens when caught?
- What happens if you use the vision besides a wall?
- What happens when encountering a mutant?
- What is the order of mutants and vision?

When caught, it is game over in this prototype since I don't have any checkpoints

When using the vision besides a wall, you won't see thru it, you will only see the wall. Special case when around corners, if you use the vision two steps at a wall, you will see nothing behind the wall but you will see what is around a corner if that is inside the scope of the vision.

Mutants are two squares long and one width and they have a front in the prototype. If you happen to run into one you die, if you are standing next to one nothing will happen. The mutant's only move when the player is using the vision and moves in one of three ways.

When using the vision, the mutant should move first and then the game master should check if there is anything close by. If not, the player might see nothing but in the next phase the mutant might stand right in front of her.

### What went right?

The play test turned out rather good, it worked as I thought it should and I believe the feeling of being blindfolded worked as good as it can work on a paper and pen level. The environment worked good as an obstacle that you have to think about when moving around.

## What went wrong?

There were no terrible errors during the play test. Things that could change are the mutants movement which could be raised to either the same amount of movements that the player takes or the double of the step vision. If I choose to see one step, the mutants would walk two steps. Any of these two methods would make them more alive which would help the game to be a bit scarier.

The playfield is rather small for a real game but works great to try the game out.

## Thoughts

The playfield has to be bigger in the future, since the game will take place inside a mansion with surroundings but the size was good for trying out the concept in a short amount of time. The game will also be 3D in the end which will result in the vision will see over furniture and it won't be so restricted but it has to be to simulate the feeling.

## What to change until next time?

For my second play test I will use the same settings, apply the rules I mentioned earlier. I will also take the role of the player to see for myself how it feels and write down the thoughts I encounter during the play test.