

## Eco Play test Report 2

### 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

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

With the second play test I wanted by myself how the game was to play since I was acting game master in the first play test. I also wanted to see whether I thought it was fun and interesting as a concept when playing it.

### The setup:

For this play test Lisa Rosandher acted as Game master and Johan Lövdahl as player. Lisa created her own playfield within the same grid paper as play test 1. The playfield she created looked like this:

	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																													
B																													
C																													
D																													
E																													
F																													
G																													
H																													
I																													
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Startpoint was set to 28:T and finish point to 1:A. The same rules applied as during the first play test. If walking into a wall blind the move is reset and the mutants are able to move. For each step of vision the mutants gets to move the same amount of steps and they move in the direction that the picked piece of paper tells them to.

## What did the play test result in?

This play test resulted in getting a better look how the game actually works and what the feeling is of the unknown. I as the player this time felt the blindness and to not know where different stuff were, it's a strange feeling not common in many games.

## What went right?

I think that the feeling of blindness reach thru, I felt it when I was playing and it really feels like you discovering something new every step. So I would say that the right feeling is there but that it could be improved. The game also works as supposed, in this prototype you start in one of the corners and you also get to know where to go which helps a lot when walking around.

## What went wrong?

The mutants don't do their job, they easily get stuck or walk in circles for sometimes. It could be fixed by adding more mutants and making them turn only when walking into something. They could also get to take more steps when using the vision, like the double amount of steps compared to what the player chooses to see.

## What to change until next time?

Until next time I will add another grid paper to make the playfield large, I will also put the start position away from the edges which will help the exploration part grow. Then I might change so the player doesn't get to know where the finish point is to even further grow the exploration part. Add one or two mutants more depending on the playfields size. I will also clock the next play test to see how long the prototype takes to finish.

## Thoughts

I enjoyed the play test, sitting and not knowing what is in the next area or know whether you see a wall or furniture in the vision scope.