

# Eco Play test report 3

## Material used:

1xGridpaper, 20x28 grids; marked A-T and 1-28  
1x stone as player character  
3x mutants in the game

## What was the meaning of this play test?

With this play test I tried the concept outside my familiar area and let a class friend play it while two other people was watching, also they from the class. I wanted to see other people might think about the concept and if they had any comments on the concept. I also wanted to try out some new rules that I came up with since the last time.

## The setup

For this play test I created the playfield in a word document tablet with the same size as the paper playfield. I, Johan Lövdahl, sat as Game master and Simon Pettersson Almkvist played the game. In the audience Isak Anklew and Pelle Pettersson Almkvist sat and watched the progress and coming with comments on what they thought. I created a new map for this play test that 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																												
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The yellow spot is the starting point for the player and the red spot is the finish line. Brown areas are furniture and black ones are walls or trees on the outside of the house (1-6:A-T). I changed some rules in this play test which I stated in my last play test report that I would do. Things I changed were the starting point away from the corner or side of the playfield. I let the finish point be unknown for the player and I changed the mutants movement and I also added one mutant to the playfield.

## What did the play test result in?

The comments from the audience and the player were overall positive I believe. I got some comments on things that could be change like the AI and a hearing function so you hear if there is any mutants close by. On the rules I changed there were mixed result; I think the player needs to have a goal on where to go, or else it gets too hard. It could be given as a larger area than one square but without knowledge it gets very hard. The change of starting point resulted in a better experience and so did the new mutant AI. I checked the play time and it ended up approximately on 25 minutes which is an okay amount of time for a small prototype.

## What went right?

The new AI went right, this game actually ended with the player running into one of the mutants. The change came gradually but I think it gives the game a more hunted feeling. When using the vision function the mutants gets to move as usual, but this time they moved towards the sound source which makes the player hunted by the unknown. The new starting point was also a good change in the rules to because it gave the player a larger starting position, not knowing in which direction to start moving which would be natural if waken up in a totally new place I think. Else the game play went right as well as the vision function; both got good comments and were easily understood.

## What went wrong?

The unknown finish place didn't help the game play; the playfield is big and will be even bigger in future prototypes or in the real game. The player needs to know where to go; you have to make the environment a bit trickier.

## What to change until next play test?

Since the unknown finish point wasn't as good as I expected I will change it back to its original form. I shall check if I can work out a rule for a hearing function which would let the player hear the mutants when they are close. The playfield size could still get bigger; it wasn't changed for this play test but could be for the next one.

## Thoughts

It was a pleasant first ride outside the familiar area and it seemed like the concept works outside my head which is nice. There are many things that is hard to fix in a pen and paper prototype but that probably will be in the final game.