

Eco Play test report 4

Material used

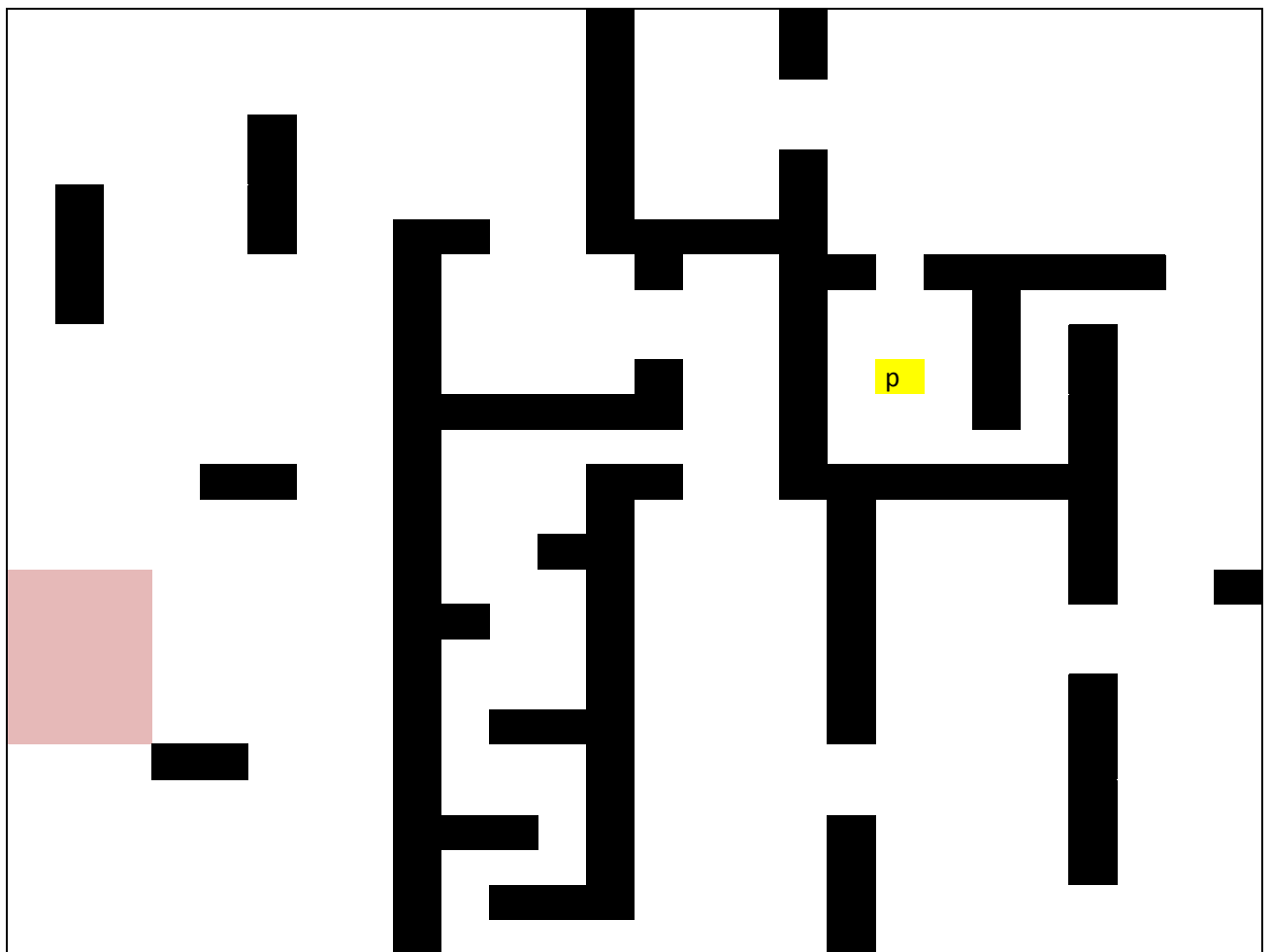
2x Excel document
Microsoft Messenger

What was the meaning with this play test?

I wanted to try using my prototype over any instant message client to see if it was possible to do play tests over internet.

The Setup

In this play test I, Johan Lövdahl, acted as Game master and Johan Waldemarson played the game. I sent him an excel document where I had stated a couple of rules and lined in the play field which the player should keep inside. I had also given a starting point and an area where the finish point were to be found. There were three mutants placed on the play field put out in different rooms of the play field. The playfield looked like the following:



The yellow square is the start area and the red larger area to the left is the finish area where a finish line would have been found. I used the same rules as last time with the only change being that the player gets to know where he should end up. Mutants moved towards the sound when the player

used the vision and when the player moves into a wall the mutants move on a random way, mostly straight forward.

What did the play test result in?

The play test showed that it works to do the play test over internet and that I have to explain the rules better for the player. I realized that I have to put up some norms for how the prototype should be played and how the player should report their movement and how I should report whether the move is possible or not. I came up with those during the play test and for the next play test I know how it will be played.

What went right?

The play test showed that it works to do it over an IM client. The game has also showed to be rather challenging since the two last testers have died due to a mutant but a challenge is always good. Else the game play seems pretty stable now and the concept really seems to work.

What went wrong?

There were some confusion about the rules in the beginning and how to report the movements and such. I could have thought of that before I tried the game but it slipped my mind.

What to change until next time?

I might take away one mutant in hope that the next play tester will finish the game. I will also state all the rules and how to report in the game so there will be a little less confusion.

Thoughts

I came to the conclusion that I have to state the rules better but as a first over the internet play test I think it went well. I think I'm done with this prototype now since I will start building on a new concept next week. More about that next week.