

**[Game Name] Playtest**

Playtest Report - [Report Dates]

Research Questions

- What is the overall reception regarding the following aspects of [Game Name]?
 - Overall movement, including flying between [Environments].
 - Melee version of each of the weapons for both attacking and blocking
 - Short & Long range gunplay
 - Aesthetics and environments of [Environments]
 - The PvE aspects of AI including the [Enemy Boss]
 - The interaction of PvPvE aspects of the game on various aspects
 - The current [Lobby] and respawn mechanics of the game
 - The amount and different types of loot that drops from AI and other players

Key Findings

- Some participants were not aware of the sliding mechanic in the game. ([Link](#))
- Participants wanted better indications of what could be vaulted while traversing [Environments]. ([Link](#))
- Participants did not perceive melee to be very useful during gameplay. ([Link](#))
- The AI was perceived as too easy by participants. ([Link](#))
- A dominant strategy was observed of defeating all AI in a given bound by throwing a grenade to destroy them all without having to fight them with [Weapons] or [Melee Weapons]. ([Link](#))
- Participants stated that the variety across several different metrics including weapons, character avatars, and loot was too low. ([Link](#))
- Roughly half of participants wanted there to be a limit on the number of times a player could respawn. ([Link](#))
- [Environments] were rated well overall, however participants would have liked more cover and easier navigation for some of them. ([Link](#))
- There were some build performance issues experienced by participants throughout the playtest. ([Link](#))

Tracking Metrics

Net Promoter Score

25.81

Fun Rating

3.94

Interest to Continue

3.85

Likelihood to Play Regularly

3.24

**More information in the [Tracking Metrics](#) section.*



[Game Title and Study Type]

Playtest Report - [Report Dates]

Report Information

Study Date:	[Month, Day - Year] - [Month, Day - Year]
Report Date:	[Month Day, Year]
For Product Team:	[Game Company]
Researchers:	Andrew Hudson, Dane Dabney, Hugo Bouvet, Kenneth Shiller, Joe Lofton, Thanapol Siriyuvasak, Dominick Rauck, Dr. Shawn Stafford
Report Authors:	Andrew Hudson, Dane Dabney, Hugo Bouvet, Kenneth Shiller, Joe Lofton, Thanapol Siriyuvasak, Dominick Rauck, Dr. Shawn Stafford
Game Title and Build:	[Game Name] [Month Year] [Build]
Game Platform:	[Platform]

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Executive Summary

Background and Methodology

Between [Dates] 62 participants were recruited to playtest the [Dates] build of [Game Name]. Participants were recruited with experience in various current First-Person shooters and Battle-Royale games including *Fortnite*, *CoD: Warzone*, *Battlefield*, and *Apex Legends*. All participants played 3-4 matches of the game before completing a survey and optional focus group.

Additional information for the following can be found in their respective sections: [Demographics](#), [Methodology](#). Links to any videos or media recorded during data collection can be found in the [Video/Media Links](#) section.

Top Findings

Finding	Recommendation
Finding 1: Movement & Travel Participants felt the movement in the game was clunky, unresponsive, and overall inefficient at traversing the maps.	We recommend that the design team considers increasing movement speed for flying between [Environments], change default keys for sliding, and clarifying what can be vaulted.
Finding 2: Weapons Participants rated the melee, reload speed, and weapon balance low	We recommend that the design team considers adjusting melee features, increasing reload speed, and weapon balance regarding the [Weapon 2] and [Weapon 3].
Finding 3: Mobs Participants found the AI to be too easy during combat.	We recommend the design team to consider increasing the mobs' difficulty.
Finding 4: Variety Participants reported a lack of variety in the weapons, the AI and the [Environments].	We recommend that the design team considers adding more weapon and loot options.
Finding 5: Respawn Some prefer single-life or infinite lives, while others are satisfied with the current respawn system.	We recommend introducing a limited respawn-per-round system.
Finding 6: [Environments] [Environments] were rated well overall; however participants would have liked more cover and easier navigation for some of them.	We recommend that the design team considers adding more cover and pre-defined pathing to some of the [Environments].
Finding 7: Build Performance Participants experienced numerous gameplay disruptions over the course of the playtest.	We have no recommendations at this time.

**Dark Red = Critical Priority, Red = High Priority, Yellow = Low Priority, Blue = Neutral, Green = Positive*

Detailed Findings and Recommendations

High Priority Findings

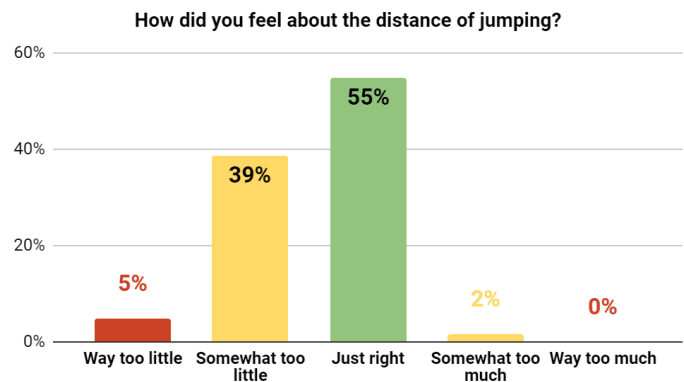
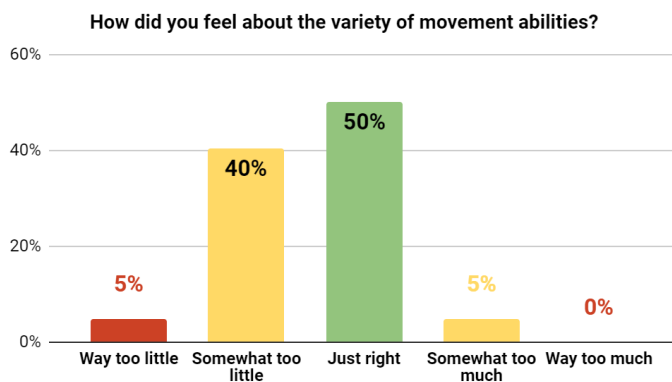
Finding 1: Movement & Travel

Participants felt the movement in the game was clunky, unresponsive, and overall inefficient at traversing the maps.

Statistical Overview

- 44% (27 of 62) of participants mentioned jump distance being too little or way too little.
- 29% (18 of 62) of participants' responses for changes to movement were about vaulting.
- 27% (17 of 62) of participants mentioned jumping when asked about changes for movement.
- 26% (16 of 62) of participants mentioned sliding when asked about changes for movement.
- 19% (12 of 62) of the participants' responses mentioned the speed of the movement when asked about changes for movement.
- 18% (11 of 62) of participants mentioned the responsiveness of the movement when asked about changes for movement.
- 32% (20 of 62) of participants mentioned speed when asking for changes to the flying.
- 16% (10 of 62) of participants mentioned flight maneuverability when asked about changes for flying.

Analysis



Movement overall was seen as limited and unresponsive by the participants. Variety of movement abilities, as well as jump distance, both leaned towards “somewhat too little” indicating that participants would like to see additional movement options and capabilities added to the game. Specifically, when asked about what changes should be made to the movement, participants expressed a clear desire for an improved jump and more movement options for players to use to navigate around the [Environments] and reach additional areas that were currently inaccessible.

- **Participant 16:** "It sounds basic but probably a double jump, It would allow players to not camp the only accesable path up and instead allow them to enter anywhere"
- **Participant 50:** "A slide would be useful for ease of moment."
- **Participant 61:** "I would change the jumping height to a height that's just a little higher. Not too high, but high enough to jump over rocks and other stuff in the way."
- **Participant 23:** "maybe the ability to control how far you are trying to jump"

Alongside jumping, vaulting and sliding were other notable areas in which participants mentioned changes to player movement. Several of the comments for what would you change about movement consisted of participants asking for a slide mechanic in the game, which suggests that those participants were never aware of the sliding mechanic in the game, nor used it during the playtest. This might be because crouching was set to the [C] key rather than the [Ctrl] key, which some participants mentioned when asked about changes to the controls of the game. For those that did use the slide mechanic during the playtest, when asked the same question, participants mentioned that sliding should be faster and cover more ground when used as they felt it wasn't useful for movement or combat.

- **Participant 34:** "Crouch being left ctrl instead of c"
- **Participant 55:** "Crouch for CTRL. I did not know crouch was c for a while."
- **Participant 67:** "Smoother slide with more speed and distance"
- **Participant 68:** "Sliding -I feel- should take the player further, and reward them for attempting to gain a strategic advantage."
- **Participant 62:** "Add a sliding mechanic! This would be a huge boon for movement. Maybe even some form of B-hopping. Climbing needs to polished as its almost a death sentence if you climb away from enemies."

The vaulting mechanic was another area of movement participants stated that they would have changed if they could. Specifically, participants' responded that it was difficult at times for them to easily understand where they could and could not vault over something in the [Environments]. Additionally, due to the lack of clarity of what would and would not allow vaulting, participants commented that they would sometimes get stuck somewhere on a [Environment] due to the vaulting placing them somewhere they shouldn't be afterward.

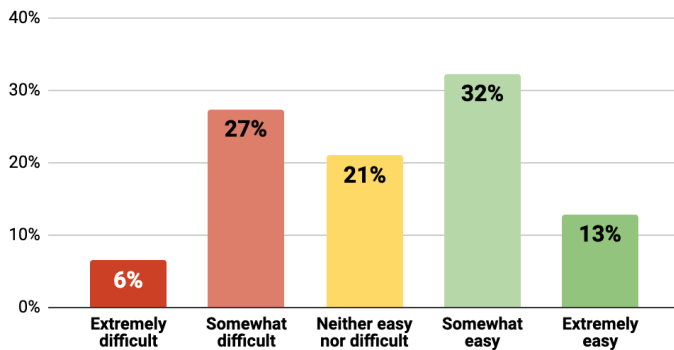
- **Participant 37:** "The mantling over objects was a bit weird and got me stuck a few times. Often when I went to jump on a box or railing it would I would mantle over it. Another thing would be the initiation of the sliding. When your character goes from run to slide its a fast animation and can easily be abused."
- **Participant 25:** "I would change the jumping/vaulting as it can get a bit glitchy with certain objects."
- **Participant 7:** "how you mantle and jump onto objects itself and what is actually mantle-able would likely be nice to know a bit more defined."

On top of the movement abilities in the game, participants also mentioned the speed of the movement overall. When asked about changes to the movement, participants mentioned how they wanted the speed of movement to be faster across the board. When asked what game has better movement, the most common game stated by participants was *Apex Legends*, likely due to the game's fast traversal and sliding movement.

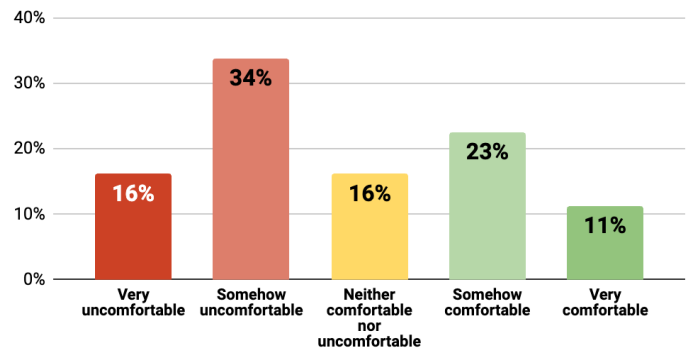
- **Participant 14:** "Just increase the overall speed of movement, the gameplay is super fast paced yet the movement feels sluggish."

- **Participant 59:** "I would *change the speed* and which you do it and try to make it a *momentum-based system where you are rewarded for maintaining speed* somewhat *like apex legends' movement*"

How easy or difficult was it to fly between [Environments] during the game?



How comfortable or uncomfortable was it to fly between [Environments]?



Participant reception with flying was bimodal for ease and comfort of flying between [Environments]. This means that roughly an equal amount of participants rated them somewhat negative and positive. For those that rated them as difficult and uncomfortable, that sentiment likely comes from confusion about the change in verticality when flying around between [Environments]. Several participants were observed voicing confusion why participants' character would be much higher or lower than where the entrance area of a [Environment] was. This sentiment was also stated by participants in the survey as well. Participants responded that they perceived the flying speed to be too slow when flying between [Environments], likely due to the faster pacing of other portions of the game, including gunplay. Lastly, while flying, participants were observed not knowing where they were in relation to the [Environment] they just came from, including when they attempted to open the map in order to determine where they were and where they wanted to go.

- **Participant 8:** "I did not understand to how use to flying controls, so that made it harder for me to use flying"
- **Participant 26:** "Either clarify that you go up/down with the camera, or assigning separate buttons for going up or down"
- **Participant 51:** "The frame rate drops quite a bit while flying in between [Environments] and it kind of makes the game lag a bit. Also, it feels like I'm flying too slow in between [Environments] so I think making the flying faster would be nice."
- **Participant 21:** "I liked flying between [Environments] whenever I wanted to. I could even escape from enemy encounters if I wanted to, but maybe there should be a way to prevent the player from escaping between [Environments] constantly. Also, I'd like it if you could somehow see which [Environment] is which without needing to check on the map, and also being able to ping each [Environment] while flying."
- **Participant 22:** "There's a couple gripes that I have with flying, one being that I can't fly while my map is open. The speed was a bit too slow as well. Additionally there was no indicator of where I was flying to on the map at all, which made things a bit confusing"

Finally, the adjective "clunky" was used often by participants, both during the playtest session and again in their survey responses, when describing different parts of the game's movement mechanics. Some of these comments could be attributed to the issues participants had with the sliding and vaulting mechanics outlined above. Observational and survey data suggest that this was also partially due to opening certain UI elements of the

game, including the map and leaderboard UI. Any time a player would type the [M] or [Tab] key to open the map or leaderboard, respectively, the game would immediately stop the participant's movement. The participant had to close the map or leaderboard UI in order to be able to continue moving wherever they were going.

- **Participant 46:** "Mantling and climbing, and sliding, were *clunky at its best*."
- **Participant 4:** "I would *allow users to be able to move more free* instead of *clunky steps that feel like little jumps instead of walking*"
- **Participant 27:** "Like I said, *climbing is clunky*, and also *sliding is not fluid*."
- **Participant 12:** "If anything *the sliding and mantle features were a bit buggy and clunky*. The slide did not feel like a slide, and I would bug out a bit when trying to mantle and even doing the mantle animation."

Recommendation

We recommend the design team consider changing the speed of the player's movement. Participants mentioned feeling that actions like sliding, flying, sprinting, and falling were too slow for the game. The only action that was mentioned to be too fast by participants was vaulting. Changing the speed of these actions ideally will lead to a better understanding of the pace of the game. The increased speed may also help with some participant's issues with the responsiveness of some actions.

For vaulting, we recommend the design team consider having the areas that can be vaulted onto more pronounced through a visual indication of some kind. This would hopefully allow players to notice what spots can be vaulted and what spots can't.

For sliding, we recommend the design team considers changing the crouch key to [Ctrl] instead of [C]. It seems that, based on our observations, participants expect the slide to be activated by the [Ctrl] key based on their experience with other games. As a small note, this adjustment from [Ctrl] to [C] may have been a change made based on our previous report, in which we suggested participants having ergonomic difficulty utilizing sliding due to its key placement. As such, we'd like to include a suggestion to address this issue along with the reversion of this change. We suggest implementing a small lenience window in which the player can still activate a slide by pressing [Ctrl] very shortly after releasing [Shift] rather than requiring the player to press [Shift] and [Ctrl] simultaneously. This way, ideally the expected controls conventions from other games are still utilized in [Game Name], but we hopefully avoid further difficulties players may have with utilizing the slide mechanic.

In addition, we recommend the design team consider increasing the distance that players are able to slide. Although this change may be done by increasing the speed of the slide in relation to the speed of the player's movement, making the slide go further can allow for players to reposition themselves in order to best utilize the weapons they have currently.

For flying, we recommend the design team considers implementing a marker displayed on the map showing where the player is in relation to the space between the [Environments], as well as use the jump and crouch buttons for controlling the height while flying. Marking where the players are when flying to other [Environments] will ideally allow players to understand where they currently are and what [Environment] they'll fly into without having to guess where they're heading towards. Having the height control when flying as jump and crouch would allow for players to control their flying height while still being able to look around without the risk of changing their flight path.

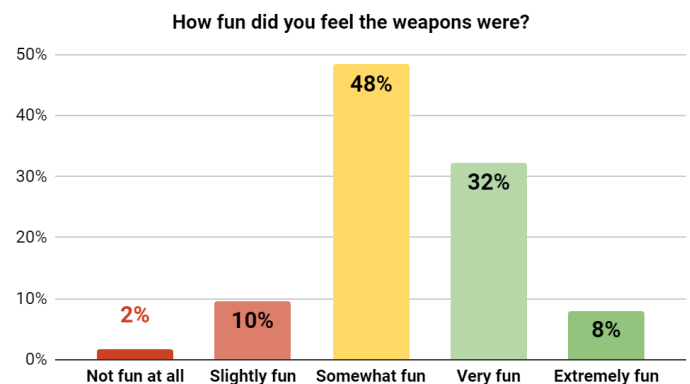
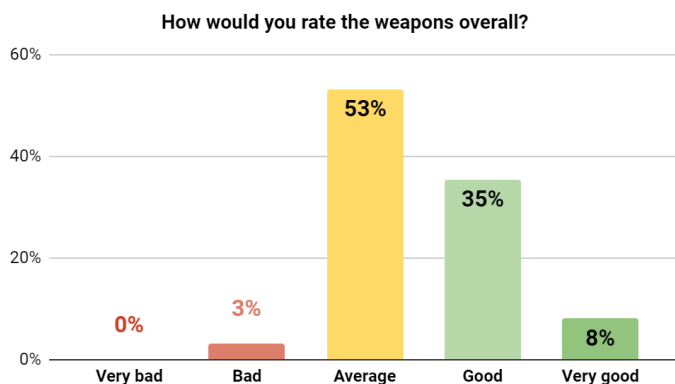
Finding 2: Weapons

There are a few issues in regards to the combat, with participants feeling that the weapon melee feature had practicality issues, reload speed was slow, and a few weapon imbalances.

Statistical Overview

- 53% (33 of 62) of participants felt the weapons were “average”
- Each weapon reported at least 18% or more of participants not using its melee feature during the playtest.
- 60% (37 of 62) of participants reported feeling that “the reload speed was too slow” detracted from their experience
- 27% (17 of 62) of participants specifically mention something about the melee when asked what they would like to change about the weapons
- 80% (49 of 61) of participants felt the [Weapon 3] was “very or extremely effective” at short range, and 75% (46 of 61) felt the [Weapon 2] was “very or extremely effective” at short range.
- 77% (48 of 61) of participants felt the AR was “somewhat or extremely easy” at range, while only 38% (24 of 61) felt the [Weapon 3] was “somewhat or extremely easy” at range

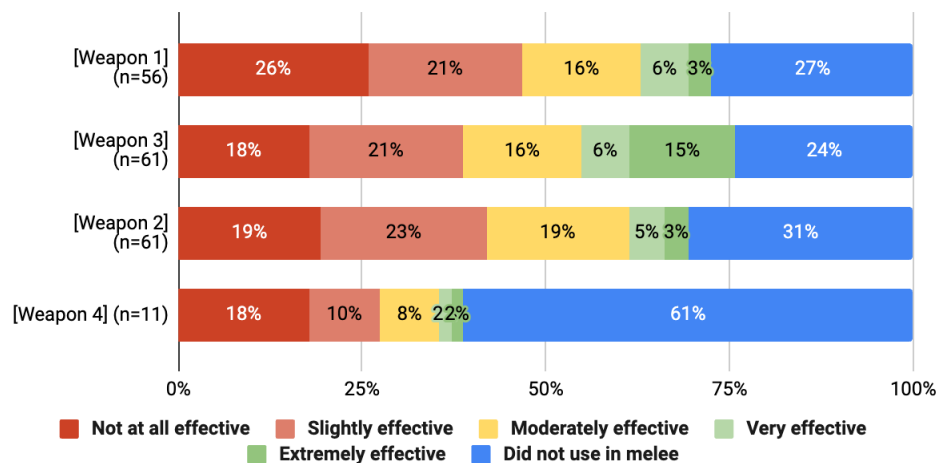
Analysis



Participant feedback brought attention to key areas of concern in weapon performance, specifically the effectiveness of the melee mode, reload speed, and overall weapon balance. Recommendations were made by participants to enhance the usefulness of melee attacks and improve reload speed for a gameplay experience. Participants also expressed preferences for specific weapons depending on the range capabilities. These concerns likely influenced their overall impressions and ratings of the weapons as average in terms of enjoyment and overall opinion.

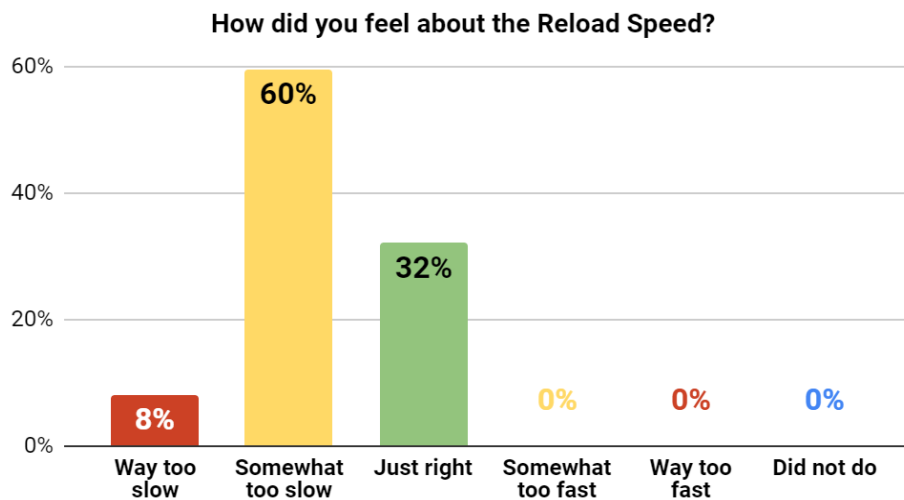
- **Participant 53:** "The weapons by themselves were great, but the melee mode was a bit unuseful, sadly because its a great concept."
- **Participant 38:** "The [Weapon 2] was way too strong and the [Weapon 3] felt really weak"
- **Participant 44:** "Faster reload speed and faster switch speed and longer grenade throw"

How do you feel about the effectiveness of the following [Melee Weapons]?



The melee features in the game were found to be ineffective and lacked engagement among participants. A considerable number of players reported not using the melee option with their weapons. Feedback suggested that the melee attacks felt underwhelming, with comments about the slow and inconsistent nature of the mechanic. Some participants expressed a desire for melee attacks to pack more of a punch, while others found them difficult to control or slow to their liking. Overall, the feedback highlighted the need for improvements in the speed, impact, and overall satisfaction of melee combat in the game.

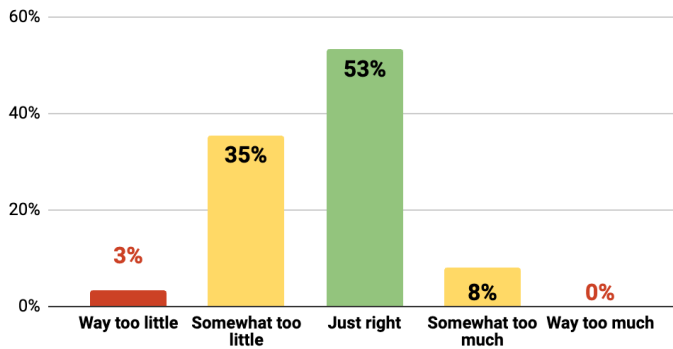
- **Participant 55:** "Melee needs to be worked on. It does not feel impactful or satisfying. I do not feel like I am actually doing anything with it. I think it's great to color code the [Weapons], but I would like to see more variety in the [Weapons] the higher the rareness."
- **Participant 52:** "Melee was a bit too slow and inconsistent."
- **Participant 61:** "I would make the [Melee Weapon 2] pack a bit more of a punch, but then again it did do a good amount of damage."
- **Participant 63:** "The speed, accuracy, damage, etc. of both the range and melee versions could be a lot better. I didn't try the [Melee Weapon 2] but I didn't like the [Melee Weapon 1] because it was hard to control and I couldn't tell if I was doing anything. The [Weapon 3] melee was way too slow for my liking, but that may just be a personal preference thing"



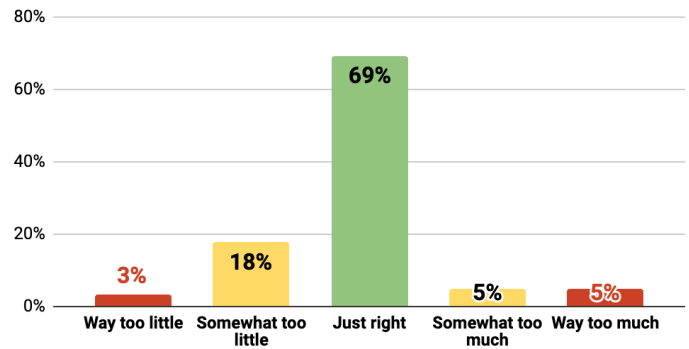
Participants felt that the reload speed was too slow, causing them issues with combat. According to some of these participants, there was a problem with both the speed of the reloads on all the weapons. Participants also felt like it would be the same speed to swap to their secondary. This gave a few participants a poor experience, with one participant stating that “The weapon swap speed was my biggest annoyance.” and another participant stating that they were “...unsure of what to do when I ran out of ammo because the games reloads are always very slow and swapping to my sidearm was the same exact speed.” With this in mind, it may affect participants' view on combat and weapons overall.

- **Participant 3:** “the weapons always had a very long time to reload, which is fine if you are trying to incentivise swapping to your sidearm in a gunfight. i found myself at multiple times unsure of what to do when i ran out of ammo because the games reloads are always very slow and swapping to my sidearm was the same exact speed. ”
- **Participant 13:** “I would change the speed of jumping to be a little faster. I would also change the reload speed to be slightly faster.”
- **Participant 38:** “The reload speed has to be increased. The weapon swap speed was my biggest annoyance. The sliding speed was underwhelming. Everything else felt pretty fair.”
- **Participant 43:** “I would make them reload faster and switch to melee faster as well. I would also like to see more weapons added eventually as this was fun and i think more weapons would add to that such as a [Weapon Suggestion] and a [Weapon Suggestion].”
- **Participant 44:** “Faster reload speed and fasster switch speed and longer grenade throw”
- **Participant 51:** “I would make reloading a little bit faster.”

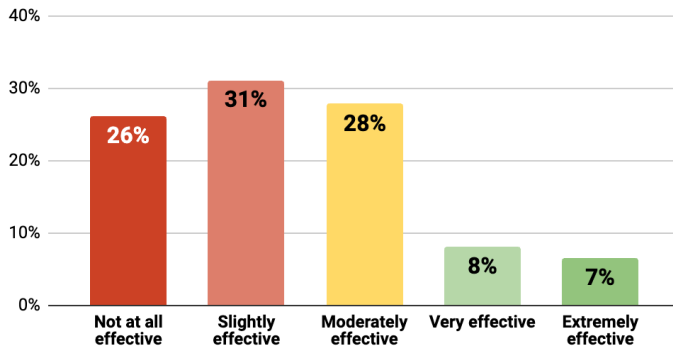
How did you feel about the damage of the [Weapon 3] at range?



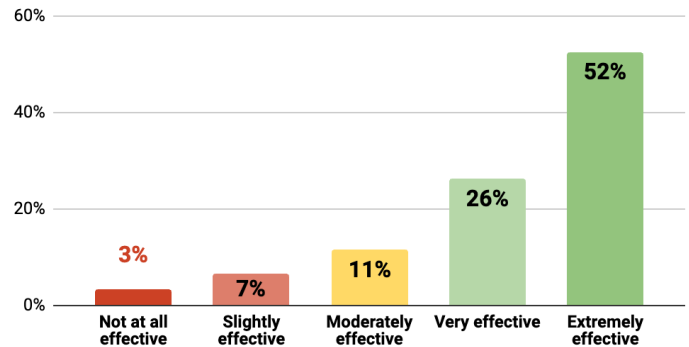
How did you feel about the damage of the [Weapon 2] at range?



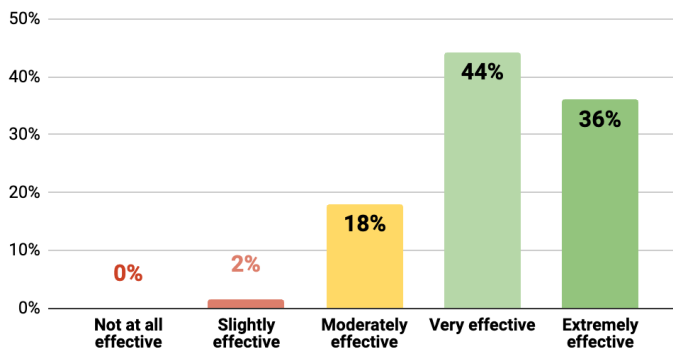
How did you feel about the effectiveness of the [Weapon 3] at long range?



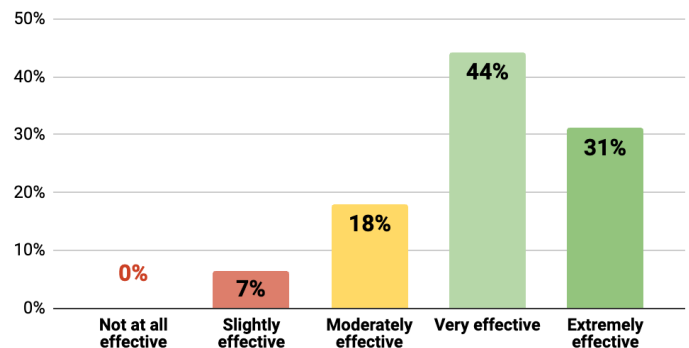
How did you feel about the effectiveness of the [Weapon 2] at long range?



How did you feel about the effectiveness of the [Weapon 3] at short range?



How did you feel about the effectiveness of the [Weapon 2] at short range?



Regarding weapon performance, participants perceived the [Weapon 2] and the [Weapon 3] to have very good short range capability, but only the [Weapon 2] was good at long range. This can be problematic, because If one weapon can do well at long and short range, it has an advantage over the other weapon that can only do well at short range. Due to this, participants took note of the performance of the [Weapon 2] and [Weapon 3] and made opinions based on this, with one participant saying that “the rifle is the dominant choice...” and another saying that “I would increase [Weapon 3] damage slightly and decrease AR damage slightly.” Whether it is the damage from the [Weapon 2] or the [Weapon 3], quite a few participants noted that there could be some damage changes with [Weapon 3] and the [Weapon 2].

- **Participant 9:** “Maybe more variety, a reason to use melee attacks and maybe *nerf the [Weapon 4] in some way*”
- **Participant 4:** “*the [Weapon 1] has a low fire rate* with low damage which makes it not a favorite to play with nor want to have and the [Weapon 3] doesn't have enough ammo for the fire rate”

- **Participant 6:** "i was using the [Weapon 3] more than most because the damage was good and fire rate was better than others, so thats the weapon i stuck with every game, little to no variety."
- **Participant 39:** "I would increase [Weapon 3] damage slightly and decrease [Weapon 2] damage slightly. I would also increase melee damage for all weapons."
- **Participant 31:** "I want more weapon types. As is, the rifle is the dominant choice, unless you have [Weapon 4]. The other weapons are good, and they feel strong, but they are less enticing than the rifle. I really want to see a [Weapon Suggestion]."
- **Participant 37:** "Each weapon was well balanced but I noticed most players used the [Weapon 2]. I personally liked the [Weapon 1] the most but when you shot the [Weapon 1] had a lot of kick making it hard to line up the next shot quickly."
- **Participant 41:** "The [Weapon 4] was very confusing to use. it feels strong but trying to hit people with it the indicators felt confusing."
- **Participant 44:** "Faster reload speed and fasster switch speed and longer grenade throw"
- **Participant 59:** "Make the melee better nerf the damage from the nade launcher buff the [Weapon 1] damage"
- **Participant 58:** "Buff the [Weapon 2], [Weapon 3] is op but only cause there's 3 options and the melee is busted, and the [Weapon 1] does too much damage at purple tier, too little damage grey tier, green and blue feel identical to grey and purple respectively."
- **Participant 64:** "the [Weapon 1] had too much kick recoil"
- **Participant 68:** "The [Weapon 1] did not appear to have any percision variance. This stat should be applied to the rifle instead."

Recommendation

We recommend the design team addressing the concerns related to [Melee Weapons], reload speeds, and weapon imbalances. To enhance melee combat engagement, it is recommended to provide players with incentives to use melee attacks against both enemies and mobs. One possible approach is to increase the damage or speed of melee weapons, encouraging players to employ these mechanics during combat when appropriate. By boosting these attributes, players may feel more confident utilizing melee mode.

Additionally, it is suggested to test different reload speed settings, as the current perception is that it is too slow. Implementing upgrades that enhance the reload mechanics could also meet players' expectations for faster reloading speeds.

Lastly, to achieve a better sense of weapon balance, consider adjusting the [Weapon 3] statistics to improve its performance in short-range situations, surpassing that of the [Weapon 2]. This adjustment could contribute to a more balanced gameplay experience, as previously mentioned.

Low Priority Findings

Finding 3: Mobs

Participants found the AI/Mobs to be too easy during combat.

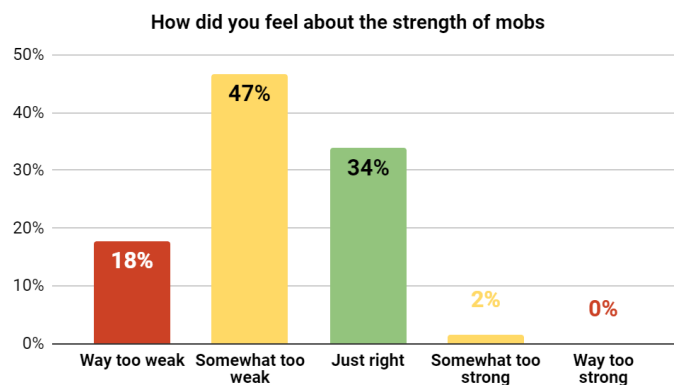
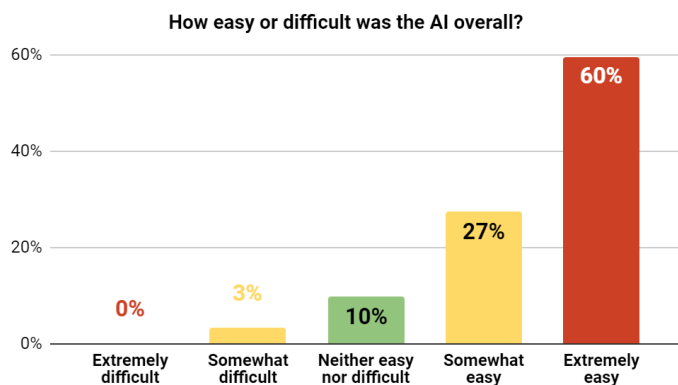
Statistical Overview

- 76% (47 of 62) of participants found the AI encounters to “added a little” & “added a great deal” to their gameplay experience.
- 60% (37 of 62) of participants felt the AI’s overall difficulty was “extremely easy”.
- 58% (36 of 62) of participants found the difficulty of understanding AI zones’ boundaries to be “extremely easy”.
- 50% (31 of 62) of participants felt that the mobs’ intelligence was “somewhat too dumb”.
- 47% (29 of 62) of participants found the mobs’ strength to be “somewhat too weak”.
- 34% (21 of 62) of participants felt fighting the mobs was “moderately fun”.

Analysis

Participants found the AI to be too easy and not offering enough challenges to the game, with comments stating their health (both their lack thereof & their sponginess, particularly the [Enemy Type 1]), targeting, unresponsiveness & their lack of aggression, detection range, & speed. These are examples of such comments, with more to be found in the [Overall Metrics: Mobs](#) section of the document.

- **Participant 12:** *"The AI felt a little dumb, they only focused on one player. The [Enemy Type 1] were extremely useles because once focused on one player I was able to run right by them, behind them and then kill them. The AI was very easy to deal with making it sort of boring after the first game to kill them just to loot. They all died with one grenade either way."*
- **Participant 36:** *"Throwing grenades at the AI would kill the enemies in one shoot. If the player ran to far from the AI the AI would stand in a spot and let the player shoot them for a good second and would die to fast. The archers would only get one shoot off before being killed. I would have the cool down on the archers be lower to be able to get more shoots off. I would also give the [Enemy Type 1] an AOE to pull the player towards the player to not let the player get to far away."*
- **Participant 45:** *"The mobs were easy to kill and felt like they were just their to farm XP. I did not get too much damage from their and they barely were a threat against me or my enemies. I would like to make them harder to kill but also have more of them in [Environments]."*
- **Participant 59:** *"The ai were too slow to hit and they didn't do much damage from the ones that could snipe from a distance. The ai felt like a bot on way too easy. I would make the ai faster and smarter so they are able to give the player a challenge. The ai are a key part of the game and if they are this easy to kill might as well not even have them in the game and make the maps smaller so its just a pvp game"*
- **Participant 52:** *"AI just needed to be more aggressive. I felt they didn't respond much even when the players were engaging them. The ranged enemies in particular rarely shot at anyone."*



Along with the perceived lack of difficulty, participants had also made comments on how they would like to see changes to make the AI more challenging, by way of increasing their attack frequency, speed, detection range, & their spawn count.

- **Participant 7:** "maybe look to shifting up movesets or change in some of the aggression the [Enemy Type 1] just became pointless bullet sponges where it didnt mean much and its easy to strafe the one singular swing they do. ai also had a number of moments of just freezing neither attacking or moving."
- **Participant 14:** "Make them dodge the players fire, not anything super extreme, but right now they just run right at the player and that makes them an easy mark for headshots and grenades."
- **Participant 17:** "Start attacking the player on sight instead of waiting to be damaged first"
- **Participant 22:** "More mobs in general per pack. The intelligence was a bit off too. They would sometimes de-aggro even if you were very close to their proximity."
- **Participant 31:** "I'd like to see them have a larger cone of vision and the freedom to leave their boundaries. For example, a double boundary. One where they spawn and idle, and another where they chase as a much larger radius."

In addition, a dominant strategy formed among the participants, both seen through their [play recordings](#) and from their comments, was that the AI enemies were easily taken out with grenades, as well as them not reacting to grenades. Data indicates that, with the grenade dominance, along with above comments & the "Fall short of Expectations" [psychographics](#), participants may feel that the AI mobs were not engaging, resulting in the PvE component of [Game Name] to be less fun than they expected.

- **Participant 3:** "i never cares about the mob difculty, and then subsequently i never feared any enemy. i just threw my grenade and that took care of the entire section of mobs so it was very easy to clear them all out. some characters like the [Enemy Type 1], were just sheilds that were aggitating to fight rather than being a change/challenge in gameplay."
- **Participant 19:** "Have the boundaries larger or perhaps the mobs could be scattered a bit more. Maybe even having some of the [Enemy Type 2] in strategic placements to catch the players offguard in the [Environment 2]. I noticed that even when PVP'ing the mobs hardly caused much of a threat. An easy grenade and some headshots and it was over."
- **Participant 36:** "Throwing grenades at the AI would kill the enemies in one shoot. If the player ran to far from the AI the AI would stand in a spot and let the player shoot them for a good second and would die to fast. The archers would only get one shoot off before being killed. I would have the cool down on the

archers be lower to be able to get more shoots off. I would also give the [Enemy Type 1] an AOE to pull the player towards the player to not let the player get to far away."

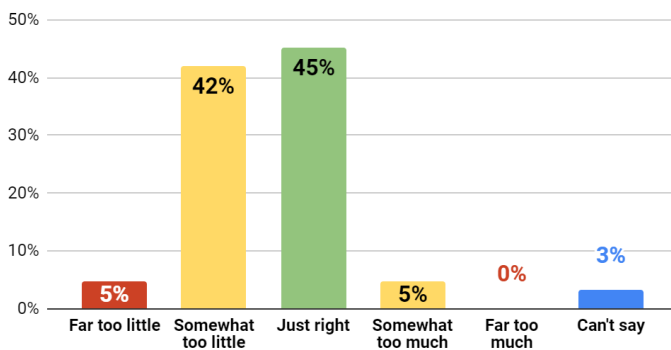
- **Participant 58:** "I can just walk up to the zone, stand directly in front of the AI and they won't attack me till I either attack them or step in their circle. While it made for some funny moments and the efficiency of killing the AI with a single grenade toss from in front of their face, that shouldn't be possible."
- **Participant 68:** "Grenades are far too powerful, and do not alert the AI of the enemies when they are hit."

Two (2) outlier responses that mentioned how the AI enemies were easily defeated but without specifically mentioning grenades included:

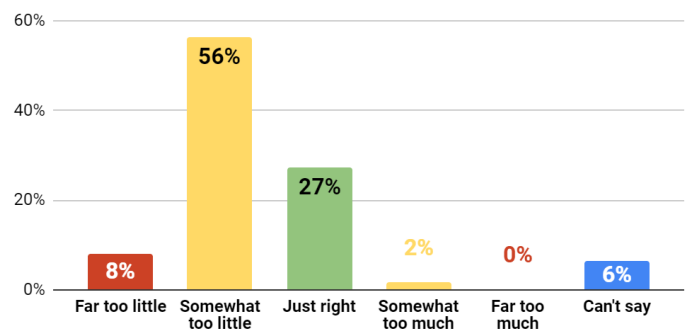
- **Participant 45:** "The mobs were easy to kill and felt like they were just their to farm XP. I did not get too much damage from their and they barely were a threat against me or my enemies. I would like to make them harder to kill but also have more of them in [Environments]."
- **Participant 27:** "They seem really really , but then again they cant be so smart that it takes you forever to kill them, same thing goes for their strength. Really easy to kill but if they were harder it would be a huge hinderance."

Furthermore, data indicates that the AI enemies were perceived by the participants to have little incentive to interact as the loot that was given for clearing them was not interesting enough for the participants. This likely led to the AI's perceived lack of difficulty plus the uninteresting loot causing grenade dominance among participants to deal with the AI quickly, which led to further perceived lack of difficulty the participants felt.

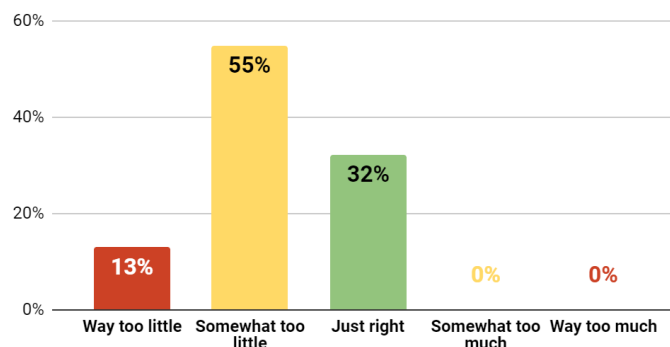
AI:How did you feel about the amount of loot dropped from the following?



Chests:How did you feel about the amount of loot dropped from the following?



How much variety did you feel combat offered?



Recommendation

We recommend the design team to consider increasing the mobs' difficulty by making them more reactive to the players' actions, such as increasing their attack power, movement speed, & their attacks' accuracy, as well as make them react to unexploded grenades so that players won't take the mobs out as easily with them. This will ideally result in players feeling the AI is of appropriate difficulty, and causing the PvE aspect of the game to be perceived as fun and engaging from the start to the end of the game.

We also recommend the design team consider increasing loot drops from the AI/mobs (as well as the chest) as their difficulty increases. This should hopefully make the AI/mob enemies worth fighting for the loot rewards, resulting in them being considered more engaging & not as boring to fight.

Finding 4: Variety

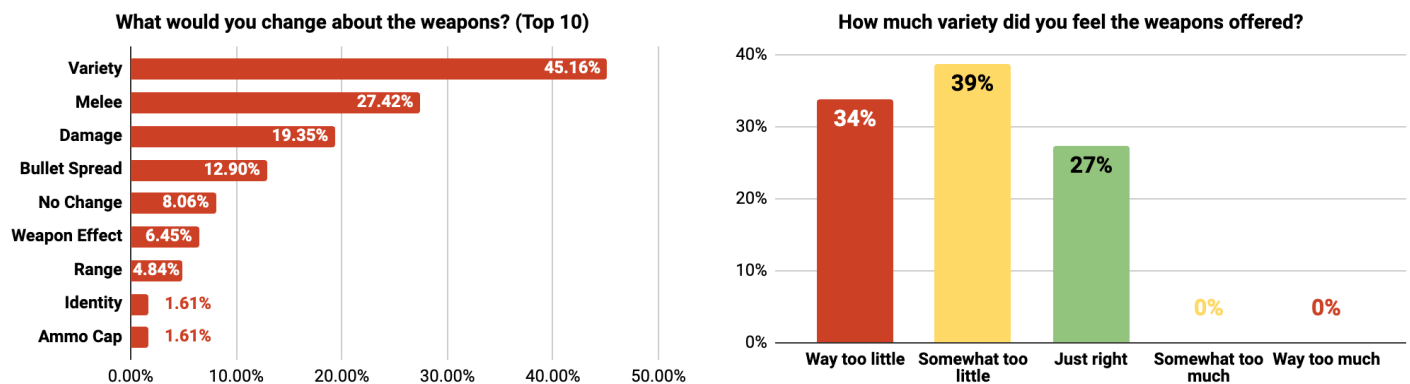
Participants reported a lack of variety in the weapons, the AI and the [Environments].

Statistical Overview

- 34% (21 of 62) of the participants found the variety of the weapons being way too little.
- 39% (24 of 62) of the participants found the variety of the weapons being somewhat too little.
- 16% (10 of 62) of the participants reported they would add more variety to the AI if they could.
- 41% (20 of 62) of the participants felt that the [Environment 4] had somewhat too little variety.
- 32% (17 of 62) of the participants felt that the [Environment 1] had somewhat too little variety, and 9% (5 of 62) felt like there was way too little.

Analysis

Concerning the current variety in the game, participants expressed wanting a wider range of weapons, mobs and [Environments]. For the most part, participants stated the game does not have enough content in its current version, which we observed resulted in repetitiveness of certain actions and fewer interests in some areas; however this is probably due to the current development state of the game, and we believe the team would meet player's expectations in the future if they were adding more variety in those areas.

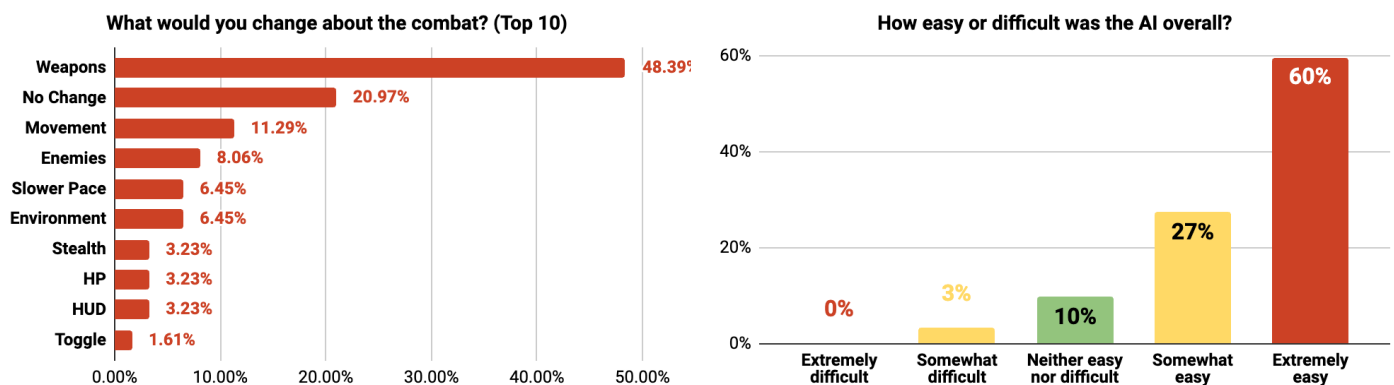


For the variety of the weapons, when asked what would they like to change about those, a lot of participants (28 of 62) mentioned wanting to have more weapons in the game, but also more weapon types such as [Weapon Suggestion], DMR and sniper rifle, more different play styles and more variations between the weapons.

- **Participant 13:** *"I would add more weapons to the game. There is the [Weapon 1], [Weapon 3], [Weapon 2], and grenade launcher. Then you have the [Melee Weapons]. However that is only a few, having more would definitely change the dynamic of combat interactions for the better."*
- **Participant 26:** *"I think a few more weapons should be introduced, like [Weapon Suggestion 1] or [Weapon Suggestion 2]."*

- **Participant 19:** "The [Weapon 1] is great but seems a little overpowered. Maybe a [Weapon Suggestion 3] system to balance the range that the [Weapon 1] had for later game battles. I'm a [Weapon Suggestion 2] so I'd have to offer that too if the maps allowed."
- **Participant 43:** "I would make them reload faster and switch to melee faster as well. I would also like to see more weapons added eventually as this was fun and i think more weapons would add to that such as a [Weapon Suggestion 2] and a [Weapon Suggestion 1]."
- **Participant 45:** "Adding more weapons and having more weapon variety at loot boxes."

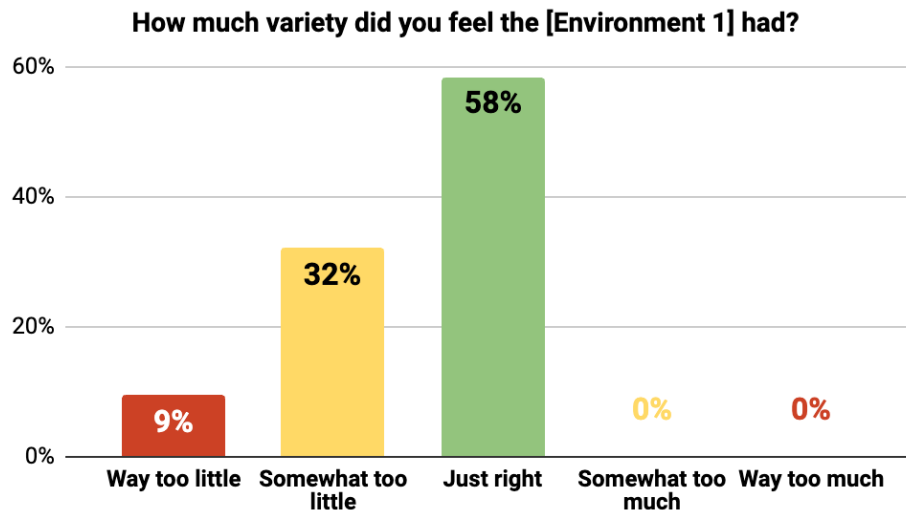
Globally, participants wanted to see more weapons as they wanted to experience various [Weapon] plays and having more options other than focusing systematically on the [Weapon 2]. Participants also mentioned some types of weapons that they would like to use, in order to diversify their approach to handle a fight and to create more variety in the loot boxes as well.



Concerning the variety of mobs, 16% (10 of 62) of the participants wanted to add more types of enemies to the game if they were able to change anything regarding mobs. Moreover, 60% (37 of 62) of the participants felt that the combats with the AI were extremely easy. Participants also commented on the variety that they wanted to have on AI, such as on their weapons, their path walks, their speed, their difficulty and their number.

- **Participant 9:** "Maybe more variety or strategies, an AI that maybe can only be damaged with melee. The boss fight is also too easy when it shouldn't"
- **Participant 21:** "I'd add more different AI enemies. Also, I think some of them should also use the same weapons that are in the game. Additionally, I'd make all the AI more challenging. Lastly, maybe there could be some way to know how many mobs are left in a [Environment] without necessarily showing where they are? Also, I'd randomize their locations."
- **Participant 13:** "More enemy variety & enemy strength progression. It would be cool if every round the mobs got a little bit stronger or higher power versions started spawning in so that mobs progress along with the players."
- **Participant 47:** "Add a new AI that can be encountered in the wild instead of strictly near loot boxes. Increase the damage output, speed, and capabilities of the current mobs."
- **Participant 55:** "I think the [Enemy Type 1] or bigger characters should have more distinct features or just be bigger overall. I think when you make bigger distinctions it helps the gameplay more. I feel overall they all blend in together with the environment."

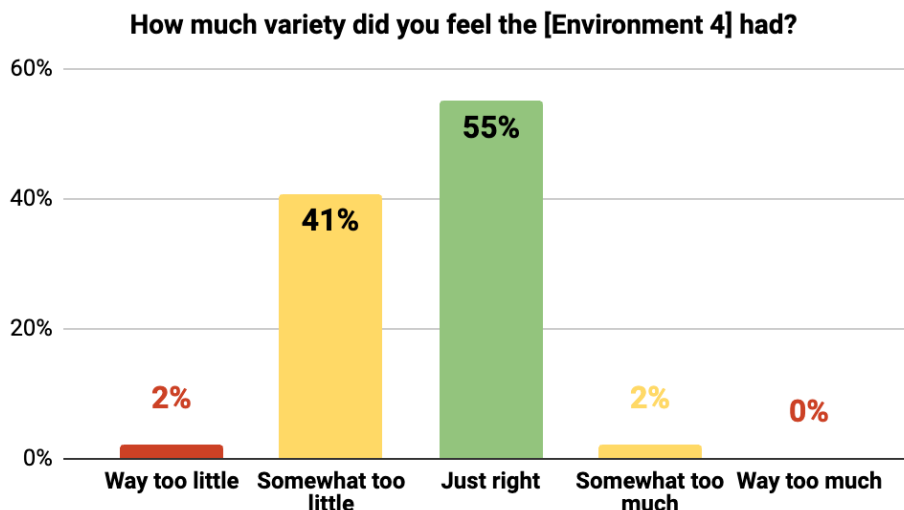
As a whole, participants recommended adding more variety to the AI types by having more distinguishable features between them, which would encourage the players to adopt different strategies. They also stated that they wanted to see mobs wandering outside their areas, to make it more challenging and increase their interest in PVE. Finally, the fact that they couldn't perceive the difficulty progression of the mobs across the rounds could also have been a factor justifying a lack of variety and justifying why participants felt like there were not enough enemy types to fight against.



Finally, about the [Environments], participants felt like the [Environment 1] lacked variety as they felt the [Environment] was empty in terms of buildings in general compared to the other [Environments].

- **Participant 3:** "theres nothing about this [Environment] that gives it uniqueness. its just flat with some trees and no real gameplay elements outside of hills and trees."
- **Participant 21:** "I like the trees and such, but I feel that since there are so many, there isn't much space for much else."
- **Participant 8:** "maybe add another structure on the side of the [Environment]"
- **Participant 55:** "It just needs more variety. Everything looks the same. If anything make the river more noticeable or add in a thicker part of different trees. One of the areas had some beautiful flowers, but I don't see anything similar here."
- **Participant 67:** "Not much to the [Environment] they should probably be a bit more unique and not spawn in multiples"

Participants reported a lack of structures within the [Environment], that could add some identity to the [Environment 1], besides having some trees. Participants wish to not have a place full of the same elements, but rather have different types of building or trees, like there is on the other maps.



Concerning the [Environment 4], 41% (20 of 62) of the participants felt there was somewhat too little variety, and stated that it had to deal with a lack of building available in certain parts of this [Environment].

- **Participant 21:** "I feel like the main thing going for this [Environment] is the buildings to the left, but not much else. I like the area to the right, but there isn't much of a reason to be there. *Maybe there could be a secret cave to the right?*"
- **Participant 55:** "Add some color. I think maybe even add a small church or another main building. I understand it is a village, but *it just needs more buildings that look different. It needs more variety.*"
- **Participant 56:** "It was just kinda plain, like the first one on the survey"
- **Participant 58:** "Honestly just a "meh" location, *maybe more budlings or an underground section* would make it more interesting. Nobody really landed here."
- **Participant 13:** "I would maybe spread out the buildings in this [Environment]. They're all on one side. *Maybe add like a tall building in the middle.*"

Participants willing to add more variety, mainly referred to adding more buildings to the [Environment 4], as it currently doesn't feel unique or interesting enough, and it would increase the number of the available covers.

Recommendation

We recommend the design team considers adding more variety to the weapons in terms of weapon types and their melee modes, as it could have the players experiencing more various [Weapons] plays and decrease repetitiveness. Concerning the AI, we recommend the design team considers adding more enemy variety in terms of enemy types, weapons, enemy amount, and enemy difficulty as it has been reported by the participants. Moreover, we would also recommend the design team to consider having the AI being able to move outside their area in some cases, to have the players experience different strategies to deal with the mobs. Finally, we recommend the design team to consider adding more variety in the elements that shape the [Environment 1] and the [Environment 1], such as building or other structure, to increase the player's interests and make the map more unique to the players.

Additional Findings

Finding 5: Respawns

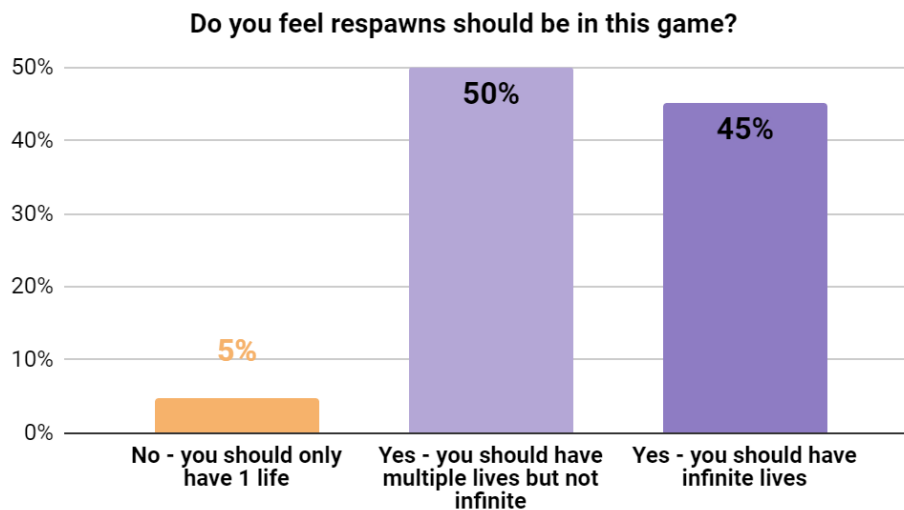
Opinions on the respawn system vary, with some preferring single-life or infinite lives, while others are satisfied with the current system.

Statistical Overview

- 50% (31 of 62) of participant felt their should offer multiple lives but not infinite
- 45% (28 of 62) of participant felt the game should offer infinite lives

Analysis

There was a division among participants regarding whether players should have infinite lives or limited lives in the game. Only three participants expressed their preference for single-life matches, believing that the game would maintain a higher level of intensity and stakes, providing players with a strong incentive to survive. There was also mention of longer revive timers, upgraded gear, and adding challenges for re-entries into the match.



- **Participant 21:** "Regarding to the respawning question, I think there should only be 1 life if this game is meant to be a Battle Royale. I also think there isn't necessarily anything wrong with infinite lives, but if the lives ARE infinite, I don't think there would be much of an incentive to survive. Now, to answer this question, I'd add a solo mode. That's the only change I can think about right now."
- **Participant 11:** "make it slightly shorter. dont allow buying the best gear in game in the shop. 1-2 lives then youre eliminated."
- **Participant 37:** "I think each player should get 1 or 2 respawns, after that you teammates should have the option to revive you again by doing a challenge..."

Those who were on the side of having multiple respawns in the game suggested a limited number of respawns per round, assuming it would add a strategic element to the gameplay. Others advocated for a longer downed-player timer to allow teammates more time to revive fallen allies. There were also suggestions to provide upgraded gear upon respawning in order to avoid being disadvantaged by low-tier loot.

- **Participant 67:** *"Less lives and more combat/ability variety"*
- **Participant 8:** *"maybe each round each team gets 2 - 3 respawns and that is it"*
- **Participant 57:** *"Number of respawns"*
- **Participant 44:** *"So i do like the infinite lives in casual play but if there is rank just do like 2 to 3 lives"*
- **Participant 31:** *"I'd like the respawn timer, for team mates to pick you back up, to be a bit longer. The time feels a bit fast sometimes."*
- **Participant 36:** *"Letting the player have a few respawns in the beginning but when it comes to the final level give the player one life. When the player dies at the end game it become harder to find loot and the money you get as a team is a lot less than playing by yourself."*
- **Participant 41:** *"This isn't really a battle royale with infinite respawns. i don't really think it's a bad thing to have infinite respawns for this game but i wouldn't classify this game as a battle royale if it does. i personally think that you should have multiple lives but not infinite. I would maybe look into having each team have 1 set of respawns or a way to respawn allies with credits. i also think there needs to be a "final [Environment]" where there is only one [Environment] left and everyone has to fight on it and maybe have it where the last team standing gets a big increase in points as a way to potentially come back at the end of the game but it has to be balanced so the rest of the game and earning points continues to matter."*
- **Participant 52:** *"I would like to see a "Team wipe" type of mechanic where if the entire team is down, no one is still alive waiting around. Also, I think there should be unlimited lives up until the last round where there can be a last team standing, even if it isn't the winning team."*
- **Participant 58:** *"If you die and respawn in respawns mode, please upgrade our starter kits so we aren't just getting spawn camped the whole time with grey loot. Money either should be a bit easier to get or reduce the shop prices because I only am able to buy like 1 item per game. Also buff the AI with more variety and better intelligence."*

In addition, some participants suggested that the respawn system should present a challenge in order to rejoin the match. Currently, the game simply has the player approach a wall that prompts them to re-enter the game an unlimited number of times. While it can be presumed that this feature is still in development, participants were adamant in mentioning that it may be worth adding trials to justify having multiple lives and potentially offer rewards to players upon re-entry into the match. Some of these trials or challenges were depicted as fighting enemies or AI opponents, or navigating a maze-like jumping puzzle.

- **Participant 68:** *"The [Lobby] should have more purpose, and enable to players to provide a strategic advantage to their teammates."*
- **Participant 27:** *"The [Lobby] is obviously in development, but if there is going to be a system where it is a challenge to respawn and not just a walk over to a green wall then lives could potentially be infinite."*
- **Participant 62:** *"The re-spawn mechanic seems tedious and almost pointless. You just run to the portal. What could be interested if there was a jumping challenge of varying difficulty that could give you gear different tiers of gear when you come back or gave you a sum of cash to use when you drop back in."*
- **Participant 29:** *"Make there be a penalty upon death similar to the gulag in Warzone"*

- **Participant 47:** *"When players respawn, give them a trial to complete like a path of ai enemies to fight in order for them to be able to respawn."*

Recommendation

We recommend that the design team consider introducing a limited respawn-per-round system to add strategic depth to the gameplay experience. By imposing a restriction on respawns, players will ideally need to make thoughtful decisions and prioritize their actions, intensifying the competitive nature of the game. Additionally, implementing a longer revive timer would grant teammates more time to strategically coordinate and attempt to revive fallen allies, which, in turn, could foster greater teamwork and collaboration. Furthermore, the incorporation of challenges or trials during the respawn process could not only add excitement and variety but also provide a sense of accomplishment and reward for successfully re-entering the match.

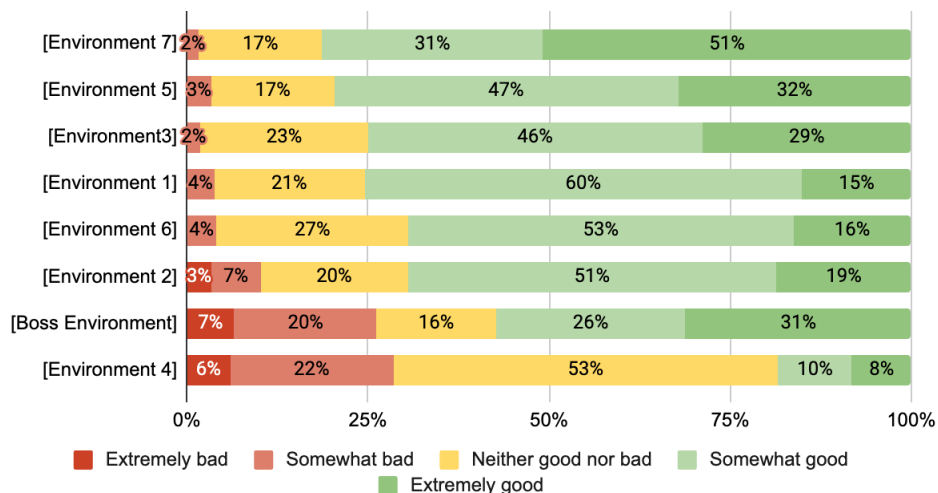
Finding 6: [Environments]

The most prominent issue participants had overall with the [Environments] was lack of cover on some & navigation

Analysis

The [Environment 7] received the highest overall rating from participants, likely due to the [Environment] being one of the main [Environments] left during the last few rounds of each playtest match. It was observed that while several teams were on the [Environment] simultaneously, many teams would use the various alleyways and side streets to flee and regroup before being killed by another team. [Environment 1] received the lowest overall rating. Data suggests that it received the lowest rating due to the lack of cover found throughout the [Environment] compared to [Environments] available to teams during the different rounds. It should be noted that cover was also the main characteristic participants would change about the [Environment 2] & [Environment 3].

How would you rate the following [Environment] overall?

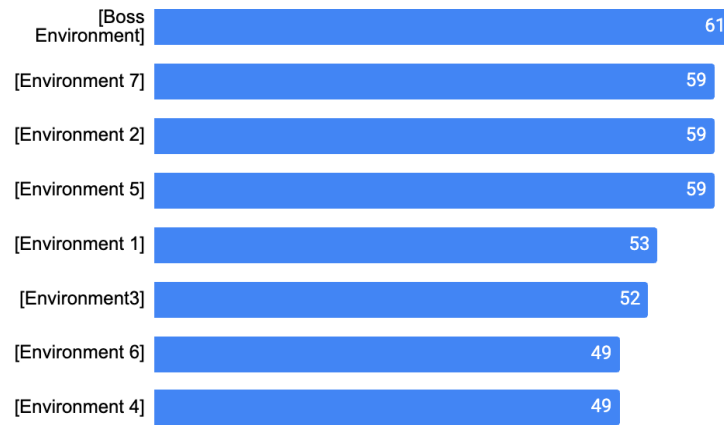


- **Participant 19:** "When fighting there isn't a lot of cover and you could be caught off guard if not paying attention. With nowhere to go."
- **Participant 28:** "Change the outer border so there's a little more ground to crouch behind so you don't get beamed on the way in."
- **Participant 30:** "Add some more natural cover to the outer portions of the [Environment] so that the high ground of this [Environment] is a little less oppressive when someone takes it, otherwise it was a fun [Environment]."
- **Participant 55:** "This actually might be better than the [Environment 6]. I just think it needs more areas or obstacles to use as cover."

While [Environment 7] was the highest rated overall, it had the lowest rating for navigation. As stated previously, teams were observed fleeing down different alleyways and side streets to regroup against other teams. Doing so at the moment likely also contributed to participants' increased difficulty navigating around the [Environment]

compared to others. Observational data implies that participants have difficulty with the [Boss Environment] because they do not understand the requirements for what would make the doors into the temple open and close.

Which of the following [Environment] did you experience in today's test? (Select all that apply)



- **Participant 21:** "Despite this [Environment] being pretty difficult to navigate, I think it's perfect as is."
- **Participant 26:** "I would put some diagonal roads around four corners of the map to easily guide the players towards the border of the [Environment]"
- **Participant 36:** "I would open it up a little. The streets were too enclosed and there were a lot of things to get stuck on in the [Environment]."
- **Participant 54:** "space out the building just a little bit, it was pretty easy to get caught in between other teams"

Recommendation

We recommend the design team considers adding more cover to different [Environments] that are more exposed than others. Providing more cover to players in certain [Environments] would ideally add to the duration of fights between teams as more come into, or flank around a [Environment] with one or more teams already inside it. We also recommend the design team consider adding more defined routes with some of the [Environments]. Doing so could allow players a better understanding of their current position in the [Environment] which could allow an easier time coordination within teams for more strategic gameplay.

Finding 7: Build Performance

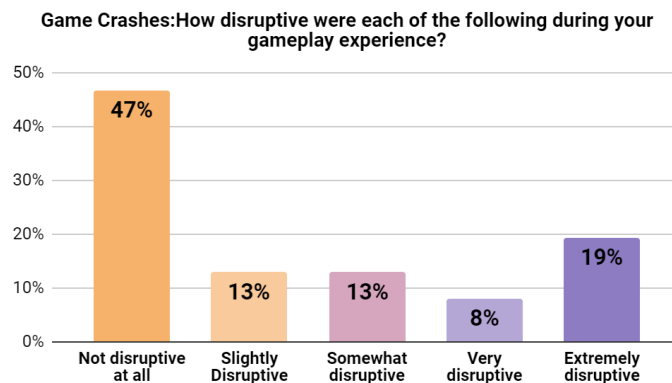
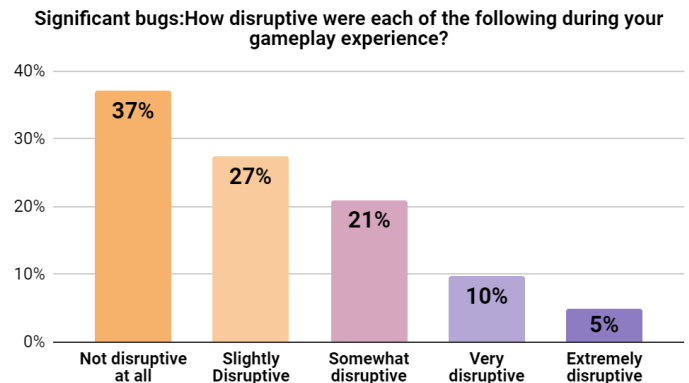
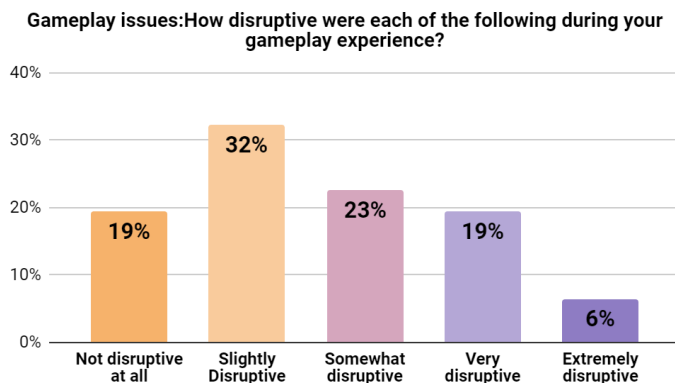
Participants experienced numerous gameplay disruptions over the course of the playtest

Statistical Overview

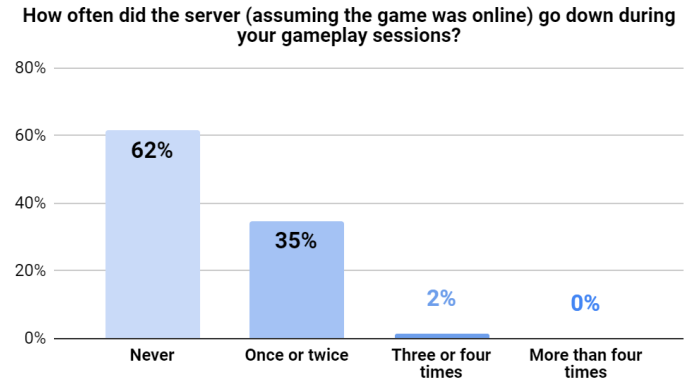
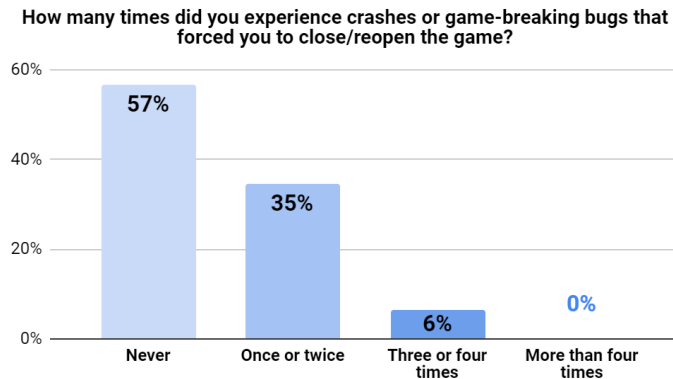
- 52% (32 of 62) of participants felt Gameplay issues were only "Slightly disruptive" or "Not disruptive at all"
- 65% (40 of 62) of participants felt Significant bugs were only "Slightly disruptive" or "Not disruptive at all"
- 60% (37 of 62) of participants felt Game crashes were only "Slightly disruptive" or "Not disruptive at all"

Analysis

There were numerous instances where participants experienced performance issues that prevented them from experiencing certain aspects of the game. There were three categories of performance issues given to participants to measure how often they occurred during their playtest: significant bugs, game crashes, and gameplay issues. While these events were present during the playtest, there is data that supports the idea that these events didn't have a huge negative effect on the participants' impression of the game. Only a small percentage felt that the issues they experienced were "very" to "extremely disruptive."

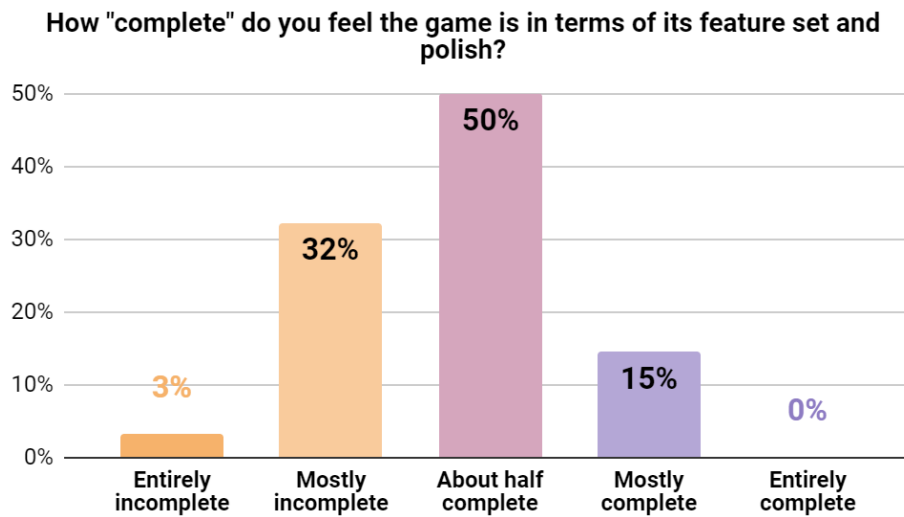


While these issues are not ideal for data collection purposes and can have an impact on participants' experience, it appears that these issues only occurred a couple of times for a selection of participants. It's important to note that there were 3 individuals who were excluded from the dataset because they were unable to complete a single match due to game crashes or network errors. The other 62 participants were able to complete one or more matches. These individuals were asked how many times a game-breaking bug, crash, or server issue forced them to close the game during their playtest. Based on the charts below, only 35-41% of the participants experienced crashes or server errors during the playtest, and the majority didn't experience any.



- **Participant 21:** "Well, other than minor logic errors that I am sure will get fixed eventually, *the one significant error was the "Network Failure" bug.*"
- **Participant 6:** "network issues"
- **Participant 20:** "Network connectivity issues"
- **Participant 7:** "I ran into the *server network error once which caused the game to freeze and boot me to the lobby.*"
- **Participant 43:** "The *server booted me on one match and that was mostly it.*"

Despite these events hindering the participants' ability to fully experience the game in certain situations, they demonstrated a level of understanding regarding the game's work-in-progress status. This understanding contributed to a more forgiving attitude towards crashes or server errors during the playtest. The participants acknowledged that the game was still in development and therefore accepted that such issues were to be expected at this stage of testing. Their awareness of the ongoing development process allowed them to approach the playtest with patience and tolerance, recognizing that these issues would be addressed in future iterations of the game.



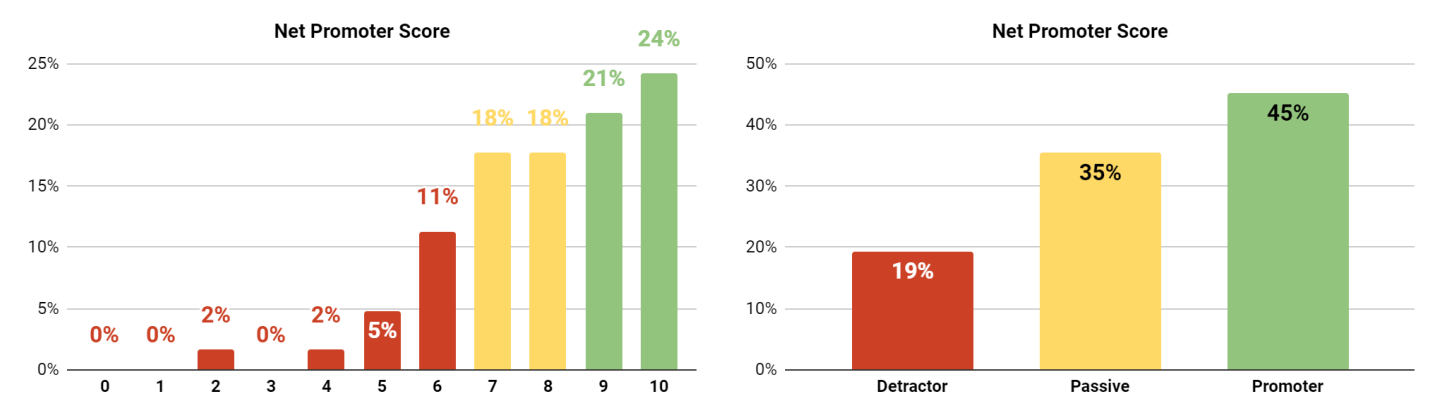
Recommendation

At this time, we don't have any recommendations.

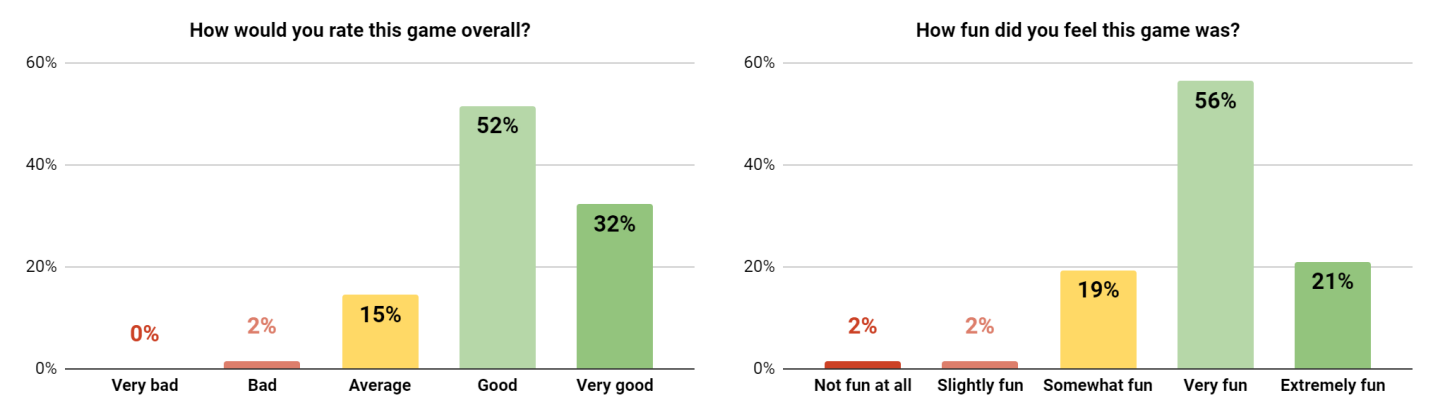
Tracking Metrics

High Level Metrics

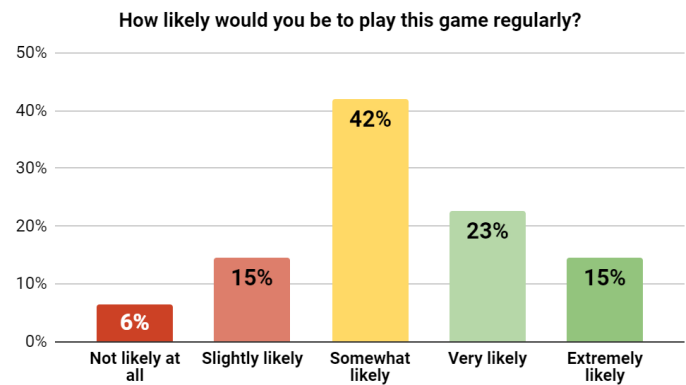
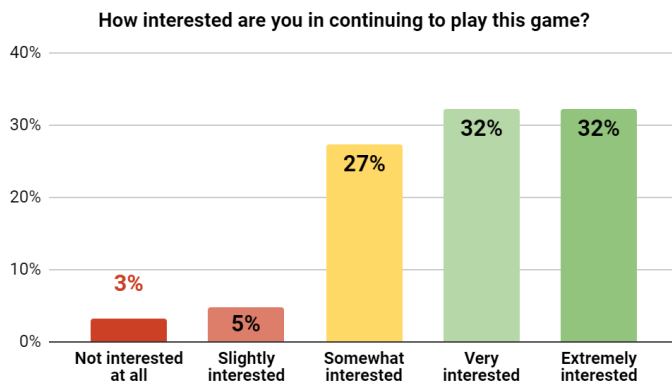
The following are the metrics used to determine current baseline tracking metrics regarding the game’s performance. These metrics include Net Promoter Score, and ratings for fun, participant interest in continuing to play, and other baseline scores.



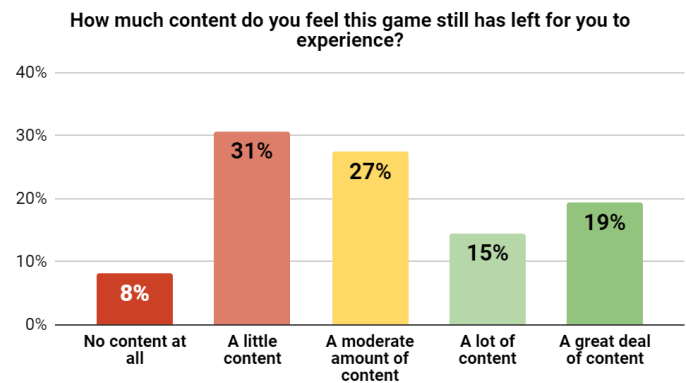
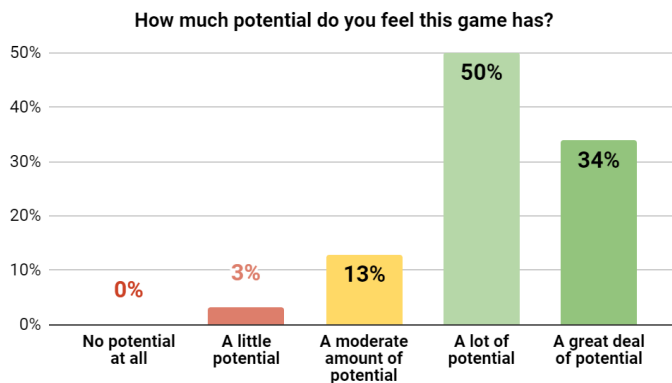
The final Net Promoter Score after all three sessions was a positive 25.81. Participants enjoyed the gunplay in the game overall, along with the unique take on this genre that they experience in the playtest. Given the current stage of development of the game, this score suggests that addressing some of the [usability issues](#) outlined in the Main Findings section could see even higher scores in any subsequent testing in the future. Specifically, the 35% of passives, half of which were on the cusp of becoming detractors and the other half almost being promoters for the product.



The key takeaway from the fun and how would rate this game overall responses is the slight majority that selected “Very fun” and “Good”, respectively. These scores are likely attributed to how much participants enjoyed the various aspects of exploration, even though the game [fell short of their expectations](#) for that. As mentioned earlier, participants also stated that the overall gunplay and the PvPvE aspects were one of the things they liked most about the game.



Participants wanted to continue playing past the test time for the game, as demonstrated with their responses to *How interested are you in continuing to play this game*. A third responded with “Extremely interested” which is not surprising given that in a separate question, 45% of participants stated Participants that “I want to play for another hour or two of this game”. Conversely, just over a third of participants stated that they would play the game regularly. While the interest to continue question correlates to how long participants would want to spend playing a game per session, play regularly correlates with how much time a participant would spend playing the game per week of available time. This question also correlates with the likelihood that this game would become their main game that they spend their free time playing. The responses from the play regularly question for this current version of [Game Name] indicate that it would not replace their current main game for a majority of players.

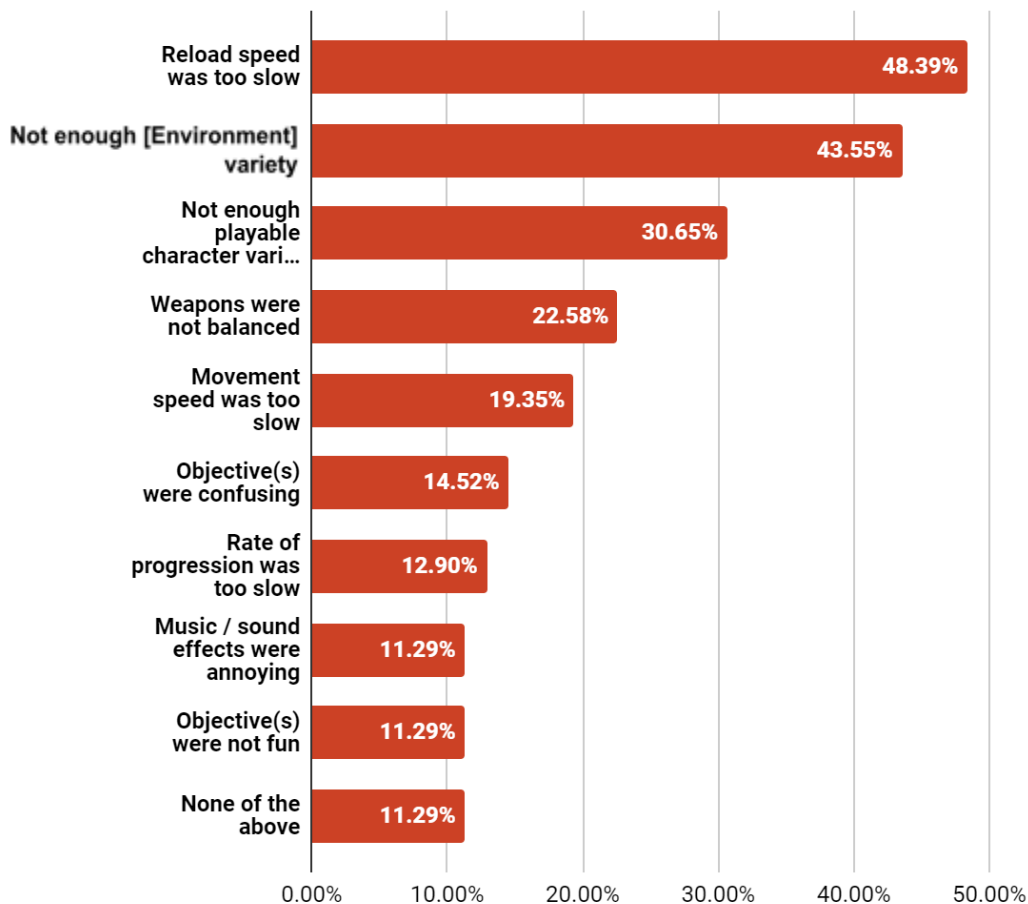


Likely due to what participants reported that they liked the most about the game, participants perceived the game as having potential from what they experienced during their playtest session. Participant perception was very different with regards to how much content they felt the game still had left. This was likely due to their perceived [lack of variety](#) for weapons, [Environments], and loot in the game currently. Addressing the issues participants had with variety described above could help alleviate some of the lower scores participants gave with regard to the amount of content left for the game.

Diagnostics

The following are the results from Diagnostics questions in which participants are given a series of statements, and asked to select all statements they agree with. These statements are divided into “positive” statements and “negative” statements, with all statements being provided to participants in a randomized order to ensure order of presentation did not influence the results.

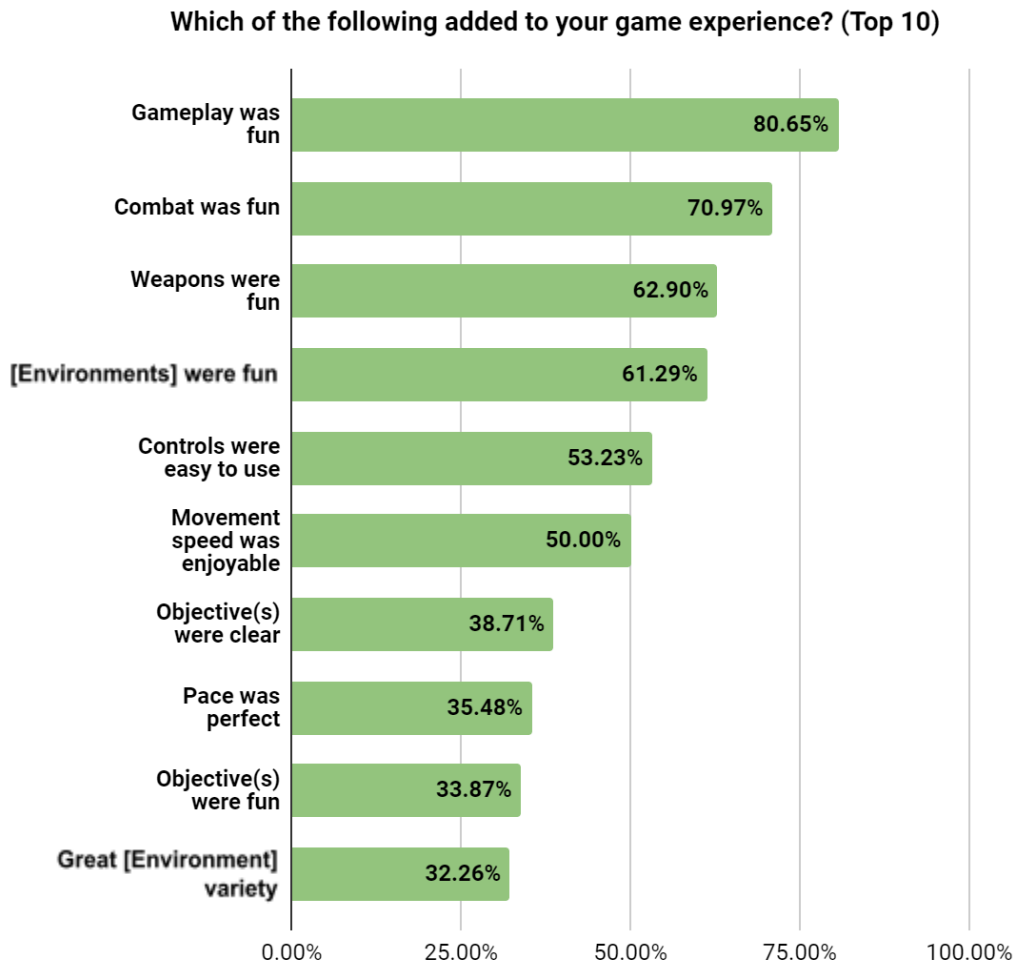
Which of the following detracted from your game experience? (Top 10)



In terms of participants’ reported top 10 detractors, 48.39% of the participants found the reload speed was too slow, with several comments from participants wanting faster reload speed throughout multiple questions regarding changes the players would make to combat, controls, movement, and/or weapons. The 2nd biggest detractor, 43.55%, was that there was not enough [Environment] map variety, though more [Environments] are assumed to be added overtime as the game development progresses.

The 3rd detractor that participants found to be taking away from the game’s experience was that there’s not enough playable character variety, with players’ comments wanting more weapon types (covered in [Finding 4: Variety](#)) as well as several player comments wanting more cosmetics customizations (skin color, race, armor/body parts, etc.). Similar to the above, additional weapon types & customizations are assumed to be added overtime.

While the unbalanced weapons & movement speed were considered 4th & 5th of top 10 detractors by the players respectively, we consider that, based on players' comments & statistics recorded in [Findings 2: Combat](#) & [1: Movement & Travel](#), these are the current highest priority findings for improving the game at this current state.



On the positive side of things, overall the gameplay was noted to be extremely satisfying with 80.65% of participants reporting “Gameplay was fun”, as well as 70.97% for “Combat was fun” and 62.90% for “Weapons were fun”. 61.29% of participants also find the current [Environments] to be fun, though only 32.26% found their variety to be great. Similar to the 2nd detractor above, this is assumed to be added overtime.

Psychographics

The following is a breakdown of the Psychographic evaluation conducted on this iteration of the game. Prior to gameplay, participants were told they would be playing a **team-based battle royale game** and rated the statement “When playing a game like this, my ideal gameplay experience would contain extensive...” on a scale of ‘Strongly disagree’ to ‘Strongly agree’ for each metric.

After playing the game, participants rated each statement “In the game I just played, I was satisfied with the...” on the same scale for each metric. This breakdown uses a comparison of averages for each of these metrics, using the statistical power of Cohen’s d to calculate the effect size of the difference between participant expectation and satisfaction.

Falls Short of Expectations

The following metrics fell short of participant expectations, with the game providing less satisfaction than participants expected based on the provided game description.

Falls short of expectations:			
<i>*based on a Cohen's d threshold of 0.2</i>			
Metric	Expectation	Satisfaction	Cohen's d
Destruction	4.35	2.37	2.05
Rewards	4.45	2.97	1.61
Variety	4.26	2.95	1.54
Customization	4.45	3.02	1.51
Story	3.87	2.37	1.41
Freedom	4.39	3.50	0.95
Exploration	4.16	3.21	0.91
Menus	4.26	3.50	0.89
Socializing	3.77	2.95	0.77
Experimentation	4.42	3.74	0.77
Mechanics	4.45	3.84	0.72
Role-playing	3.37	2.55	0.67
Guidance	3.84	3.31	0.59
Challenge	3.97	3.39	0.58
Aesthetics	4.19	3.73	0.52
Community	3.58	3.06	0.48
Interface	4.23	3.82	0.48
Optimization	4.11	3.66	0.47
Power	4.32	3.95	0.37
Statistics	4.08	3.74	0.37

Completion	3.55	3.32	0.21
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Metrics in gray were considered relatively unimportant (<4.00 averages.)

In terms of areas in which participants report the game felt short of expectations, Destruction has by far the largest effect size difference between expectations and satisfaction. Outside of speculation, it's hard to know exactly what is missing from [Game Name] that participants had high expectations from other games, but it could be as simple as more destructible elements in the game that fall apart when run into, shot, or hit by grenades.

The areas with the next largest difference, Rewards, Variety, and Customization, fall much more in line with our major findings. In particular, all of these constructs could come together to address a complaint many participants had regarding variety (see [Finding 4](#)). Overall, participants expressed an interest in more character and weapon variety, with a focus on the ability to further customize their character, which could be used as rewards to provide the game with meaningful account progression and longevity in a way that satisfies the players.

Similarly, the constructs of Freedom and Exploration falling short of expectations also tracks with other findings in this report. These aspects of gameplay are likely related to movement (see [Finding 1](#)) and [Environment] navigation (see [Finding 6](#)). In general, an area where participants would like to see major improvements is movement, but more specifically flying, which may have had an impact on the reception of both the Freedom and Exploration. As flying between the [Environments] is a primary form of navigation in [Game Name], it both affords the player the ability to feel the freedom to navigate wherever they choose, and explore the game world. Then, once on a [Environment], participants expressed an interest in seeing more diverse and complex layouts on the [Environments] to explore.

The last major area we'd like to discuss is Challenge. Although expectation for Challenge was less than 4.00, it was very close at 3.97 and our findings (particularly [Finding 3](#)) indicate that the game demonstrates a clear actionable item that may improve the reception of the challenge in its PvE difficulty. With mobs being perceived as too easy to strategize against, especially with how effective grenades were considered to be, ideally a small adjustment in this regard would help to bring the challenge of the game more in line with participant expectations.

Most of the remaining aspects of gameplay on this list, such as Menu, Mechanics, Aesthetics, Interface, etc. most likely only fell short due to the game still being early in development. We expect these metrics to improve as further iterations of the game that include more content and additional elements are released.

Meets Expectations

The following metrics met participant expectations, with the game providing about equal satisfaction to participant's expected based on the provided game description.

Meets expectations:			
*based on a Cohen's d threshold of 0.2			
Metric	Expectation	Satisfaction	Cohen's d

Economics	3.42	3.23	0.18
Conflict	4.42	4.29	0.16
Strategy	4.21	4.08	0.15
Efficiency	4.10	4.00	0.12
Fairness	3.85	3.76	0.08
Intensity	4.16	4.10	0.07
Fantasy	3.71	3.69	0.02

Metrics in gray were considered relatively unimportant (<4.00 averages).

The metrics that met participant expectations are Conflict, Strategy, Efficiency, and Intensity, which all seem primarily tied to core gameplay elements such as the standard running and gunning, determining where to navigate next, and interacting with enemy teams to try and win the match. Overall, these constructs meeting expectations show the game is solid in proof of concept and baseline implementation, with it being important to preserve the perception of these elements as other additions to support these elements are added or improved upon.

Exceeds Expectations

The following metrics exceeded participant expectations, with the game providing more satisfaction than participants expected based on the provided game description.

Exceeds expectations:			
<i>*based on a Cohen's d threshold of 0.2</i>			
Metric	Expectation	Satisfaction	Cohen's d
Trolling	2.40	2.92	0.41
Competition	4.27	4.52	0.31

Metrics in gray were considered relatively unimportant (<4.00 averages).

[Game Name] exceeded participant expectations in terms of Competition, which were already relatively high to begin with, at a 4.27 average. This is great, further indicating that the game demonstrates a very strong core gameplay concept and provides participants with a competitive experience that they find satisfying and likely contributing quite heavily to the positive reception such as the 25 Net Promoter Score. As mentioned, with the constructs that met expectations, it seems imperative that [Game Name] continues to maintain this high reception for Competition as further developments are made.

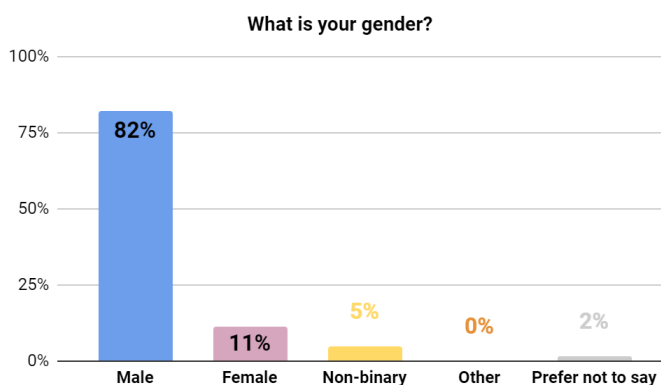
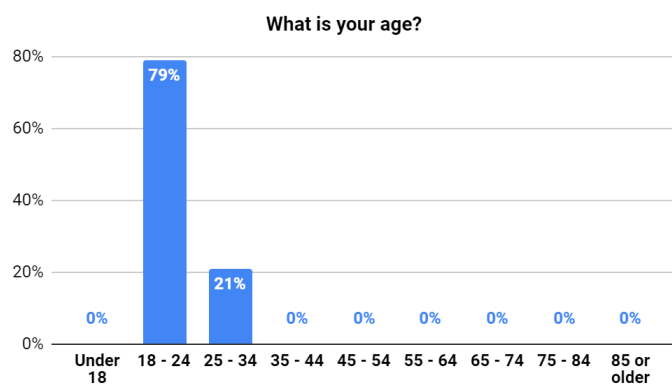
Additional Information

Video/Media Links

Video & Log Files Link: [Link to Video Files]

PW: [Password Redacted]

Extended Demographics



Please rate yourself as a gamer on the following:						
Casual	2%	8%	31%	40%	19%	Hardcore
Console Only	2%	8%	32%	40%	18%	PC Only
Mobile	2%	5%	19%	50%	24%	Non-mobile
Offline	3%	10%	31%	40%	16%	Online
Playing alone	2%	15%	42%	35%	6%	Playing with others
Hardly play games	0%	2%	3%	31%	65%	Constantly play games
A small hobby	2%	2%	11%	26%	60%	My main hobby

What kind of gameplay do you prefer?						
Slow	2%	8%	29%	45%	16%	Fast
Relaxing	2%	6%	19%	47%	26%	Exciting
Strategic	6%	27%	42%	19%	5%	Reactionary
Static	2%	2%	19%	61%	16%	Dynamic
Streamlined	2%	8%	23%	39%	29%	Customizable
Consistent	3%	10%	32%	44%	11%	Varied

Cooperative	2%	26%	44%	24%	5%	Competitive
Linear	2%	2%	32%	48%	16%	Free Form
Solo	2%	8%	37%	34%	19%	Group

Extended Methodology

Between May 24th and May 26th, 2023, a total of 62 participants was recruited both online and in person to playtest an early development version of [Game Name]. In order to qualify for the test, participants were required to be 18 years old or older and to be located in the North America region. Additionally, participants were required to be either “Extremely experienced” or “Very experienced” in the following games: *Call of Duty: Warzone*, *PUBG*, *Fortnite*, *Apex Legends*, *Battlefield* series, *Arma*, *Halo* series, *Escape From Tarkov*, *Rainbowsix: Siege*. Once confirmed that they match the required demographics, participants were scheduled into groups of 21 to 24 at a time based on their availabilities. Finally, once scheduled for testing, potential participants were sent a Non-Disclosure Agreement to read through and sign. Once a participant was verified that they signed, they were sent a steam key of the game along with an invite to our discord testing server if online.

Concerning the in-person playtest, participants were firstly being verified their NDAs, if so they were then provided a computer with the game installed, access to a *Discord* server set up for the test session, and a game recorder set up to capture their gameplay. For the online playtest, participants were provided with a game key and provided with access to a *Discord* server prior to the test. At the start of the test, participants joined the “Waiting Room” voice channel, where they were greeted by the research team. Once all scheduled participants arrived in the voice channel, their NDAs were verified as well as if they correctly installed the game, then they were provided the participant role giving them access to specific *Discord* voice and text channels and asked to move into said channel.

In this first channel called step 1: Taking the pre-survey, participants were asked to confirm if they had the game downloaded, and if not they were assisted with downloading the build from the key provided to them prior to the test. Once all participants had the game fully downloaded, they were then asked by researchers to start the provided survey until they reached a holding block and then asked to move to the second channel called Step 2: Ready to play. When all participants were in the second channel, they were shown a presentation that goes over the game mechanics and objectives of the game. Participants were being told that they would play 4 custom match. After that, participants were asked to open the game and join the custom match, then they had to join a team and move to the corresponding voice channel on the *Discord* server. Once every team have been filled out, the custom game was launched.

Participant would remain in the game and their channels until the game ends. Then, at the end of the game, every participant moved back to step 2 channel, and repeated the process. Once participants completed the 4 games, they were sent to step 3 channel, and started to complete the post-test survey. A facilitator would eventually stay there to help them in the process. Finally, once the survey completed, participants were given the choice to either leave or stay to take part in a focus-group study. After leaving, participants were then compensated and thanked for their time and participation in the test, and allowed to leave the testing environment.