

Hacker Playtests Log

Single Player Paper Prototype

| | |
|---|--|
| <p>12/30/17- Davy Yue Role: Officer</p> | |
| <p>Observations</p> | <p>Suggested Improvements</p> |
| <p>As an agent, the player wanted to know the following information in order to figure out who the hacker was in the game.</p> <ol style="list-style-type: none"> 1. Player schedules 2. Player location 3. Player's personality - tends to skip class often, doesn't skip class. 4. Cafeteria locations? 5. Dormitory locations? 6. Where do people spend their time, in their majors? | <ol style="list-style-type: none"> 1. Player's location is sent to Hacker every hour. A time based mechanism, giving more structure to the gameplay. 2. Be more clear about who can access power ups 3. The bird collecting "loot box mechanism" - does the hacker get something? 4. Need more clues for the hacker. Playing as the hacker is hard. 5. 2m radius between players are good. |
| <p>1/2/18 - Jessie Chang Role: Hacker</p> | |
| <p>Observations</p> | <p>Suggested Improvements</p> |
| <ol style="list-style-type: none"> 1. Playtester was invested in winning the game. 2. Did not try to analyze other players or perceive them. 3. Preferred to analyze players based on previous knowledge/personality 4. Strategy was to puppy guard a single player and pressure them to vote for another player. | <ol style="list-style-type: none"> 1. Change the rule for deactivating a player every 3 hours to a minimum of one player every 5 hours. 2. The hacker going to a charging machine after every hack is still a possibility. Jessie does not have any further suggestions for improvement until the game is built digitally. 3. It is more fun to play as the hacker than as a cyborg, which has a more passive role. |

Digital Prototype Playtests


| 3/14/18, Report by Catherine Chen | Playtester: Catherine Yang | | Single Player -PC, Interaction and Experience Focus |
|--|---|---|---|
| Feedback | Underlying Causes | Priority (1-5) (1- most severe, 5- least severe) | Proposed Solutions |
| Phone orientation and interaction: 1. Orientation: Vertical | Because this playtest was connected to the unity editor, it was easier to hold the phone vertically naturally. | 5 | Will try this again when built on the iPhone. |
| Immediate thoughts: The playtester Immediately thought of Pokemon | Previous experience: she played Pokemon Go, and the map currently is very bare bones and lacks visuals. | 5 | |
| Visual Surface: Player and Map Objects The player was certain that she was the blue localPlayer object, and the orientation of the object was also clear. She noticed other objects, and she tried to interact with it. | This was clear because the blue player object was the only player object visible when she first opened up the game. The player object also has "ears" behind the head that shows the orientation of the player. | 5 | Try this again, and have the next playtester open up the scene seeing two player objects on the map to see if they will be confused or not. |
| Animation: Hack Button She did not notice the hack button animation and that it appeared at first when she approached the other player object. She thought it was part of the permanent UI. She took a while of running around before interacting with the hack button. | The button was not visible, had no text, and was hard to see. | 1 | Create a brighter button in large pink font to stand out from the gray map background. Create an enter and exit animation with brighter and "popping" animation for when the button enters the scene. |
| Visual Surface: Hack Button She thought that the Hack button allowed her to initiate dialogue with another player. | She thought this because of past experience, and she also didn't really observe/see the button in the first place, as it was hard to see. | 1 | The button should say "hack!" It should be bright, exciting, and mischievous, but also indicate stealth through it's exit animation. |

| | | | |
|---|---|----------|---|
| <p>Interaction: Hack Button</p> <p>She liked tapping/clicking the hack button. When asked about the possibility of the “press for 5 seconds” feature, she thinks that it could be beneficial for other features.</p> | <p>The gameplay isn’t set yet, where the holding of the button would be more tense.</p> | <p>3</p> | <p>We should try the “press for 5 seconds” feature, but not immediately. Let’s finish building the rest of the game and try the hold hack button feature later.</p> |
| <p>Animation: Hacking</p> <p>After pressing the button, she thought a combat will follow.</p> | <p>She thought this because of the “hack button press” sound effect, and from past experience. When players encounter NPCs, they either talk or fight.</p> | <p>2</p> | <p>Not sure what to do about this yet. Perhaps the sound should be glitchier. We can change this after we set up a multiplayer scenario. I think the animation should change - the animation of the player objects look too much like combat instead of sneaky hacking. I will conduct more playtests with this issue in mind, before telling the sound designer for a change.</p> |
| <p>Audio: Hack button initiation</p> <p>She did not notice the sound when the button appeared. She thought it was the initiation sound.</p> | <p>She found the other player object, and the hack button appeared too close to the initiation of the game.</p> | <p>3</p> | <p>I think we need to playtest this again, but with the other player objects further. Mostly, we need to fix the button visually. Initially, I wanted to make the hack button sneak in and sneak out stealthily. I now realize that this is not a good idea, and that the button should not be black against this background. Instead, it should pop in, alert the player, and have a equally exciting but stealthier exit.</p> |
| <p>Audio: Feeling</p> <p>She says, “I like the pressing sound a lot. I love the sound,” and she describes it as “mechanical, sci-fi, making me a little bit excited.”</p> | <p>N/A</p> | <p>5</p> | <p>This sound effect of the game is immensely successful in making the player feel interested in the game. Let’s not make any changes until we have more specific and defined user experience goals.</p> |
| <p>Map:</p> <p>The player immediately knew she was walking on the map. She thinks that the map has a good scale, and it’s readable. But, she thought that the color scheme of the map changes based on time of the day.</p> | <p>She thought the color of the map read as “night” since it was in the evening when she playtested. She did not know that it was just the default color.</p> | <p>4</p> | <p>We should change the color theme of the map based on time of day. We can do this next year first with concept art, but it is not an immediate concern now.</p> |

| | | | |
|---|--|---|--|
| 3/17/18, Report by Catherine Chen | Playtester: Jacqueline Chen | | Single Player - Mobile, Orientation/Physical focus |
| Feedback | Underlying Causes | Priority (1-5) (1- most severe, 5- least severe) | Proposed Solutions |
| Kept breaking the game when she lifts up the phone to view the AR scene. This happened repeatedly, so the playtest was discontinued. | The Accelerometer scene was too sensitive in opening up the main camera, where even a low tilt will open up the camera and get rid of the map. | 1 | Disabled the main camera. Only AR scenes will work with with the accelerometer (tilting up the phone to view the scene.) Changed accelerator script to open an AR scene when the phone is lifted up to a higher level. |
| 3/24/18, Report by Catherine Chen | Playtester: Spencer Divis (and Talia Olson observing) | | Single Player - Mobile, GPS focus |
| Feedback | Underlying Causes | Priority (1-5) (1-most severe, 5 least severe) | Proposed Solutions |
| <p>Player Function: The player icon spins when holding mostly with same direction. It likes to jump ahead of the player sometimes, and GPS is specific but not always accurate. The player icon jumps ahead of the players sometimes by 10 meters.</p> <p>Emotional: They had a lot of fun, and were amused chasing after their glitchy player icon, when it was jumping around because of lag and slight GPS inaccuracies.</p> | <p>There may be a bug with the Mapbox Vector Tiles when adjusting the map, as the prefab objects on the map could get distorted occasionally if the players reload the map too much. We will have to fix this bug in the future.</p> <p>The map is a bit glitchy sometimes with the players' GPS locations. Most of the time, the GPS is accurate, but once in a while, it would jump off to another place in the map.</p> | 4 | This is a Mapbox Studio issue. I will end a query into the Mapbox Developer discussion Slack and online forums to see if there are any updates on their side. Mapbox is constantly being updated, so this is something that may fix itself. I will investigate into this, but other features have a higher priority in the meantime. |

| | | | |
|--|---|---|--|
| <p>Player Function: The playtester is unsure of whether the player object is supposed to be completely hidden or not.</p> | <p>The player icon gets submerged in one of the buildings, until the head was almost covered at the top. The players may need to be taller so that this does not appear to be a mistake.</p> | 5 | <p>The players are currently not completely covered, but this should be something that the art team considers when creating concepts for the player objects.</p> |
| <p>Player Design:</p> <p>The playtester really loved the shape of the icon. They LOVED the “pigtails”. But they also wanted the player icon to be brighter against the dark background.</p> | <p>The pigtails on the player character show the player’s head direction easily with an abstract figure. The background is extremely dark, so there needs to be a higher contrast, especially if the player icon is hard to see when submerged under buildings.</p> | 5 | <p>We can keep the pigtails and the general shape of the object when we create concept art for a more developed player controller. We can make the player object brighter in color if the background stays as dark, and we can also animate the player so that they are visible in the background.</p> |
| <p>AR Object Interaction</p> <p>The playtester didn’t care about the AR objects on the map. Didn’t try to get close to it.</p> | <p>They didn’t know it was accessible and didn’t know how to access it. They thought it was just decor.</p> | 4 | <p>Look at Pokemon go for reference. The spots on the map should look like pointers, pointing down and illuminate or move to catch the players’ attention.</p> |
| <p>Map Design</p> <p>They took no narrative elements from it, but recognized that it was USC. The playtester thought that the readability worked well for the map and was great in that way. They personally didn’t like the gray.</p> | <p>They thought the map was recognizable but read it as just a gray map of campus. Although the colors were ugly, they think that it makes sense of a “hacker” theme because they think of blues and grays when it comes to their mind.</p> | 3 | <p>We should have the artists come up with some color variation for the map design. The map does not look especially good at the moment, so I agree that the colors need to change. This is something that the artists can start on, as well as redesigning the hacking button.</p> <p>The artists also want to start texturing the map, adding windows and other sci fi elements to decorate the building prefabs. I think we can do this after we finish deciding on a color theme for the game.</p> |
| <p>Voting Menu Design</p> <p>“The Menu of Names” - read to her as a prototype test menu for voting. Not sure if the design goes along with Hacker, but it visually “works in that it’s functional.”</p> | <p>The menu is still not completely functional and has not been visually designed yet. The text came out as very “default Microsoft office.”</p> | 4 | <p>They wanted the text to be more distinct. As for the red color to vote - we hope that it’s less saturated and more pale so that it’s not an eyestrain and hurt their eyes. Wants to change the font color to be white to contrast with the redness if we keep the red. This menu should be redesigned by the art team to reflect the sci fi aesthetic of the game.</p> |

| | | | |
|--|---|---|--|
| <p>Audio:</p> <p>Deactivating sound - the suddenness out of the silence (game music not working at the moment) scared them. Really liked it though. Sound that the sound was very “hacker-ish.” Thinks that the sound is very pleasing to listen to, so they like to press the button over and over again.</p> | <p>I did not have background music running during this playtest. I keep forgetting to turn it on in the builds for testing.</p> | <p>N/A</p> | <p>More tests will have be done regarding the Hacking sounds, especially after adjusting the Hacking mechanic.</p> |
| <p>Results Menu:</p> <p>Loved the “Agents win” image. Thought that it was really cool. Really loved the color of the image and thinks that we should go for that theme.</p> | <p>This seems to be a favorite image out of all of the results menu. This could be a color theme that we adopt and keep as we proceed with building the rest of the game.</p> | <p>N/A</p> | <p>The art team should consider this when designing the results menu of the game.</p> |
| <p>Phone Orientation: Naturally held the phone vertically.</p> | <p>Thought it was the most natural.</p> | <p>N/A</p> | <p>We will keep this orientation for the game until otherwise stated.</p> |
| <p>4/1/18, Report by Catherine Chen</p> | <p>Playtesters: Rachel Li, Spencer Divis, Talia Olson, and Catherine Chen</p> | | <p>Multiplayer (4 players) - Hacking Mechanic and Multiplayer Focus. Played in a large room.</p> |
| <p>Feedback</p> | <p>Underlying Causes</p> | <p>Priority (1-5) (1-most severe, 5 least severe)</p> | <p>Proposed Solutions</p> |

| | | | |
|---|---|------------|--|
| <p>We were originally going to test the game with only three players, but when one person saw that we were playtesting a game with GPS features, she got excited and jumped in the playtest, and asked if she could download the game.</p> | <p>The playtester thought that seeing her location indicated by a player object in her map was cool. Just after she saw that there was a map and that she could see another player join the game, she was interested in playing it.</p> | <p>N/A</p> | <p>N/A</p> |
| <p>Phone Compatibility:</p> <p>Downloading the game worked for the devices iPhone 6s, Samsung Galaxy Note 4, and The Essential Android phone. However, it did not work on the iPhone 5 SE phone with iOS 11.3 updated, so this will have to be troubleshooted.</p> | <p>iPhone 5 SE error message:</p> <p>Could not locate device support files.</p> <p>This iPhone SE (Model A1662, A1723, A1724) is running iOS 11.3 (15E216), which may not be supported by this version of Xcode.</p> | <p>5</p> |  <p>iOS 11.3 Apple Inc. 717.4 MB</p> <p>iOS 11.3 introduces new features including ARKit 1.5 with support for more immersive augmented reality experiences, iPhone Battery Health (Beta), new Animoji for iPhone X users, and more. This update also includes stability improvements and bug fixes.</p> <p>It appears that it is not the iPhone's problem, but that I had to update XCode because of the new iOS11.3</p> |
| <p>Role: Hacker</p> <p>Hacking emotion/feeling:</p> <p>Players say that being the hacker makes them feel excited, and that they “can’t wait to hack someone.” One players says that they feel giddy, another exclaims “oh yeah” when they are the hacker, and the third eyed everyone else mischievously.</p> | <p>With this build, I accidentally turned off the music of the game, and only the hacker accesses the music and change in music when they could hack another player. Sound fx is also integrated, but only when the hacker is about to hack another player.</p> | <p>N/A</p> | <p>This is the emotion that we are going for, so I am happy that this is achieved. I need to remember to turn on the “loading canvas” controller (loading which will play the music for the hacker game.</p> |
| <p>Joining/Start Room:</p> <p>Joining and starting the room was difficult for the new players. Previously, with Spencer and Talia, I had already set up their roles and joined the games for them. This time, I had them figure it out themselves.</p> | <p>There is user interface for joining or creating a match. Right now, everything is still a Network HUD GUI.</p> | <p>1</p> | <p>We are currently working on creating an interface for this. For the first version we will use the same button options as Network HUD’s Matchmaker, but make them bigger and in a menu instead of GUI.</p> |

| | | | |
|---|--|-------------------|---|
| <p>Hack Button Function:</p> <p>Players appeared to like a longer Hacking function than just clicking a button like the previous playtests. They were happy when pressing down the button for a longer period of time.</p> | <p>Holding down the button longer seems like more of an activity than just tapping it. The 5 second duration is perfect for a room-sized game. However, this mechanic may not feel as risky or have enough tension as we would like for a longer game.</p> | 4 | <p>For a larger scale game, we could have players hold down the button for a longer duration, such as for 30 seconds, and have the agent player be notified for more agent player engagement.</p> |
| <p>Hack Button Communication: The hacking process took the players a while to figure out, and the button communication was unclear. One player even tried dragging the button up and then dragging the button to the side to see if it would work.</p> | <p>The button is hard to see. It is black, and cut off, on the button of the screen. It also does not communicate a hack correctly. We can look at Sombra's hack button from Overwatch as good references, something flashier, and universal instead of narrative-based.</p> | 2 | <p>The hack button will have to be redesigned by 2D artists. This will be a priority for the art team. Communicating that the player needs to hold down the button will need some work. Perhaps we can show it through clearer animation (currently, the button just slowly scales bigger). The button also needs to be more noticeable instead of black, which players could hardly see.</p> |
| <p>Hack Button:</p> <p>The Hack button disappears after hacking one player, and it does not appear again after hacking another player.</p> | <p>I did not consider hacking the second player when programming the hack mechanic in Unity, as this is the first time we tested with more than two players.</p> | 1 | <p>The size of the button needs to be reset to the default size, as the button screens to disappear. The button also needs to be set as active again after we encounter the second or third player.</p> |
| <p>Hack Button:</p> <p>The Hacker's hack button only hacks the closest player or all 3 other players at once if everyone is within range. This will have to be tested again.</p> | <p>We need to test this again, but this isn't immediately game breaking for a larger game. It is a medium priority in these early stages.</p> | 3 | <p>The Hacker should be able to only hack one player at a time instead of multiple players.</p> |
| <p>Being an agent:</p> <p>Not knowing who the Hacker is increases the excitement in the room, and someone says that it is "stress relieving" because people shout to relieve their anger. Players did not feel negatively about being an agent, but not knowing the Hacker is crucial to making being an agent fun.</p> | <p>Currently, the roles are not automatically randomized, so I had to do this manually. In this current playtest, players know who the hacker is, so agents do not have a role in the game but are waiting their turn to be the hacker.</p> | Role Random: 1 | <p>Randomizing roles is also a high priority to testing out the gameplay, especially for testing out the perfect balance between the agent and the hacker players, since there is a concern in the team about whether being an agent is as fun as being a hacker.</p> |

| | | | |
|---|--|---|--|
| <p>Finding out the Hacker:</p> <p>Messaging: Players suggest that it would probably be convenient to add an internal messaging component to the game instead of having to use outside apps such as Messenger.</p> | <p>It is difficult to communicate with players and initiate the game for a new group of players when they have to sit down and grab each others' contact informations through phone numbers or through Facebook, because they have to open up a separate app. In a game where everyone is in the same room, players' first intuition is to start shouting across the room.</p> | 5 | <p>Perhaps this game could be connected to Facebook Messenger and be a Facebook game. This is a low priority function, so we should focus on building the rest of the key mechanics of the game first. I think an internal messaging system could work for short duration games that are shorter than 10 minutes, but for longer 6 hour games, Messenger may be more necessary. I do think that we could try out a chat system instead of relying on text or Facebook, but we will have to figure out the scale of the game first.</p> |
| <p>Zooming:</p> <p>The touch sensitivity for zooming in and out of the map was too high, and players wants the zooming speed to be lower. They found the high touch sensitivity disturbing.</p> | <p>Accidentally touching the screen incorrectly could suddenly zoom out the player's map or zoom them in too much.</p> | 3 | <p>Adjust the touch sensitivity for zooming in and out of the map lower.</p> |
| <p>Player objects customization:</p> <p>Players want some options for the shape of their player objects to choose from.</p> | <p>This way, they could identify with their object more from game to game, and so that it is easier to tell who is who in a multiplayer game.</p> | 4 | <p>Add in four different player shape options that are distinct for each other.</p> |
| <p>Player name customization:</p> <p>One player was extremely excited about their in-game name. They asked if they could write in any name for themselves when they play the game. They would like it to be customized instead of their real name.</p> | <p>Players saw that they could vote for names in the voting menu. When discussing about how to join a game, players started wondering about where they could input their player names.</p> | 2 | <p>Add the player names to the Join Game/Start game menu attached to the player prefab object. This also helps the engineers differentiate between player clone objects when writing scripts, making other tasks easier.</p> |
| <p>Accessing the Vote Menu:</p> <p>A player said that tapping a button to access the voting menu was okay. She said that it was not absolutely necessary, but it would probably declutter the screen later on to have the player swipe to access the voting menu instead.</p> | <p>Currently, the voting menu accessed by a button is easier to program. Swiping the screen is already used to look around on the map, so there is a conflict between controls.</p> | 5 | <p>Do not swipe the screen to access the voting menu yet, since there is a conflict between swiping to access the map and swiping to access the voting menu.</p> |

| | | | |
|---|--|--|---|
| <p>AR scene: Again, using the phone's vertical orientation to access the AR scenes keep breaking, the game, so we should not do this anymore. Players also do not know that it is an option, so we need some sound or visual cues.</p> | <p>We changed it so that the phone will have to be completely vertical in order to access the AR scene (the y axis has to be from -1 to -.85. We changed it from the .5 earlier), but holding up the phone will have some y-axis error.</p> | <p>3</p> | <p>This game crasher has a slightly lower priority than usual, because accessing an AR scene is not the most crucial part of gameplay at this stage of the game. We need to change accessing the AR scene to a swipe or pressing a button.</p> |
| <p>4/2/18, Report by Catherine Chen</p> | <p>Playtesters: Sean Bouchard, Jane Pinckard, Anahita Dalmia, and Christopher Morales</p> | | <p>Multiplayer (4 players) - Hacking Mechanic and Multiplayer Focus at SCIL.</p> |
| <p>Feedback</p> | <p>Underlying Causes</p> | <p>Priority (1-5) (1-most severe, 5 least severe)</p> | <p>Proposed Solutions</p> |
| <p>(A.1) Player Object Visual Design: The visual design of the player prefab object is confusing. Unlike the last group, players did not read the direction/orientation of the player object. Playtesters did not think that the player object needs to be larger or longer to rise above the buildings.</p> | <p>The pigtales on the player character looks like arms of the player, so it can be confusing and look like a hug. Playtesters did not think that different shapes for the objects are necessary since we are currently using color to differentiate, and there are other ways to solve the issue and there are more immediate issues.</p> | <p>2) This, along with the hack button should be the first things the artist team address.</p> | <p>Add a nose to the object, or play with different shapes. The game could work if the player object is very simple, or think of pokemon go with a more defined player object. Playtesters also suggest that we could also have the name of the player above its player object.</p> |
| <p>(A.2) Map design- Colors and Zooming: Again it is confirmed that zooming in and out is too fast for the player, but the playtesters liked the darkness of the map background so that the players stand out.</p> | <p>Zooming out too much doesn't show the entire map and also makes things hard to see up close. Zooming in too much also makes the entire map gray so that players can't see anything.</p> | <p>3</p> | <p>This is an easy fix, but there are more immediate priorities as well. When there is a chance, lower the touch sensitivity for zooming on the map.</p> |

| | | | |
|--|--|---|---|
| <p>(E.1) Network Error:</p> <p>Player objects disappear when the player puts the app in the background.</p> | <p>The player removes themselves from the match, and Networking stops because GPS usage stops even if Location Services is Always On in the apps' settings.</p> | 2 | <p>Save the location of the player when the game is in the background to keep the player in the game instead of quitting the match. Although game-breaking, this is a priority 2, because it is not as essential to discovering the gameplay as the other components.</p> |
| <p>(E.2) Mapbox prefab Error:</p> <p>The Map tiles sometimes moves the prefab objects (attached objects to the map could glitch and move to another area of the map).</p> | <p>This only happens when loading new map tiles. The built-in Range Tile Error Handler from Mapbox on the "GPS Map" gameobject suggests that there issues when loading new map tiles. We should check into this detail.</p> | 4 | <p>I will shoot over a question to Mapbox and their very responsive Developer Slack to see if they have any ideas (priority 3 to ask Mapbox, but fixing the issue is a priority 4).</p> |
| <p>(E.3) GPS Accuracy vs Precision Error:</p> <p>It seems that GPS is as accurate as we would like it to be - being off by only a meter at maximum? However there is a precision error where the players may glitch and be off on the map...</p> | <p>I believe that this is NOT a GPS error. Instead, it is a Mapbox one. Where player prefabs should be defaulted to the players' location. Instead, the player is not attached to it's GPS coordinate on the map but its map is loaded/located at the GPS map correctly.</p> | 4 | <p>It is likely a "SpawnOnMap" error, so check the PlayerController and the SpawnOnMap script. Again, these errors could be debugged later, as it is not game-crashing and doesn't help propel the rest of the team by solving core gameplay concerns.</p> |
| <p>(D.1) Agents Response:</p> <p>Players would like for the agents to have the option to respond to the hacker, to either stop the hacker, or know when the hacker is hacking them..</p> | <p>As of now, Agents don't really know what to do at the moment, since there is nothing they can do, as Voting isn't a mechanism that is built in yet.</p> | 2 | <p>Redesigning the voting mechanic should be an early design concern that the design team should focus on.</p> |
| <p>(A.2) Map AR objects</p> <p>Immediately, one of the playtesters wanted to interact with an AR object on the map and started heading towards it trying to seek it out.</p> | <p>The playtesters agree that the AR object prefab is a little bit small, but because it was bright and the only thing on the map besides the player object, she immediately knew she had to interact with it.</p> | 3 | <p>Do the same as the previous play testers suggest. Make the location points larger and brighter, like Pokemon go. This is also something that the art team should immediately tackle.</p> |
| <p>(D.3) Text:</p> <p>Playtester wants to click on the object and have pop-up text appear for more information.</p> | <p>The player wants to know what to do with the object and wants to find out more about what it is.</p> | 4 | <p>This is something that could be done even without Mapbox's utilities.</p> |

| | | | |
|---|--|---|---|
| <p>(D.2) Hacking:</p> <p>A playtester wanted to be able to lift the phone and take a picture/identify another player in AR, to hack the player.</p> | <p>The player wants there to be more of a “risk component” for the hacker and want the hacker to be more tense.</p> | 5 | <p>This is a mood priority that we can address, but I am not sure if I want to go in this direction. I do not think it is possible, and although the suggestion is cool, but this would be a very hard engineering task that I do not think is possible and could change gameplay drastically. However, we will work on making hacking riskier.</p> |
| <p>(X.1) Xcode Warning: High Energy usage</p> <p>The app uses low memory and but uses a lot of energy.</p> | <p>Location usage uses a bit of of data. Fixing (E.1) could lighten this probably. Might be caused by location and maps as well.</p> | 4 | <p>Look at Xcode. Investigate into this to lower the energy usage of the phone. If we can fix this, we can better address questions regarding assets such as CG objects, textures, image sizes, and 3D audio.</p> |
| <p>4/3/18, Report by Catherine Chen</p> | <p>Playtesters: Sean Bouchard, Jane Pinckard, Danny Bilson, and Martzi Campos</p> | | <p>Multiplayer (4 players) - Hacking Mechanic and Multiplayer Focus outside SCI in the Courtyard.</p> |
| <p>Feedback</p> | <p>Underlying Causes</p> | <p>Priority (1-5) (1-most severe, 5 least severe)</p> | <p>Proposed Solutions</p> |
| <p>(A.1) Player Object visual design:</p> <p>Noticeably, the same confusion about player orientation occurred for a new player.</p> | <p>The player thought that the player was facing the opposite way, towards the two prongs instead of away from the two prongs.</p> | 2 | <p>Work simpler for now, and use the simplest arrowhead/nose idea, where the player is facing towards a point, instead of having two prongs behind it like a plane.</p> |
| <p>(E.1) Network Error:</p> <p>Playing the game outside, players tend to glitch or disappear more.</p> | <p>A playtester suggests that being between buildings, or using the Wifi of other buildings causes this interruption.</p> | 2 | <p>Same solution as the previous issue.</p> |

| | | | |
|--|--|---|---|
| (E.2) AR Object Game-breaking Error: Tapping the AR Object teleports the player to and inside the AR Object. | This may be caused by the Hit-test attached to the game object. It is very likely that it is a very simple fix. | 2 | Since Christopher wants to explore AR, he can try to explore and solve this error (Side note: Have Jason start playing with wall detection) |
| (A.3) Players are continuously extremely impressed by the AR scenes - even if it is just a simple object staying in place. Players comment positively on it. | This shows that we are going in the right direction. | N/A | AR is something we should definitely keep even if it is secondary to the core gameplay idea. |
| (Au.1) Music + Audio link error: The background music reloads every time the map initiates a new tile. | The audio is tied to the loading panel controller and plays each time the map is initialized. I did not suspect that this would also reload each time a map tile is initialized. | 1 | This is an easy fix. Remove the music from the loading panel, and attach it to another gameobject. |
| 4/16/18, Report by Catherine Chen | Playtesters: Tristan Postley | | Multiplayer (2 players) - |
| Feedback | Underlying Causes | Priority (1-5) (1-most severe, 5 least severe) | Proposed Solutions |
| Audio design: The sound plays from the hacker right away which gives away the hacker's identity. | Players are not wearing earphones. Because of this, players will then silence their music in case. | 1 | ? |
| Hack Button Visual Design: Player doesn't know where the hack button is. Even when the player noticed the button, it was not intuitive that the hack button was a button. And when the player saw that it | We need a new button that shows its function. | 1 | We recreated a new button to test. But this still needs to be redesigned again. |

| | | | |
|---|--|--|--|
| <p>was a button, he did not know what it did.</p> <p>The hack button was also over the vote menu, which was annoying.</p> | | | |
| <p>UX Vote Menu Map Flow</p> <p>Player sees vote menu first so first reaction is to vote out the hacker.</p> | | | |
| <p>Player Role</p> <p>Text for role is really small, so player did not know she was hacker.</p> | | | |
| <p>Hack Button Function.</p> <p>The player needed to adjust his hand in order to hold down the button for a longer duration.</p> | <p>The hacker player has one hand.</p> | | |
| <p>Engineering Network Error:</p> <p>Hack didn't go through to agent player.</p> | | | |
| <p>Player Object Scale.</p> <p>Scale down the player sizes - should not be on top of each other.</p> | | | |
| <p>Design - User Space</p> <p>The players were concerned about the play space of the game, which was half of the room. The size of area should correspond</p> | | | |

| | | | |
|---|--|--|---|
| <p>to the time the players have. A good size would be SCA or campus size. It would be hard to be hacker for smaller game - more running around.</p> | | | |
| <p>Tutorialization: The player does not know what to do - so make instruction for the game.</p> | | | |
| <p>Map button The giant vote buttons don't do anything. Have the map button be the really big button if it is most pertinent.</p> | | | |
| <p>Battery Graphic The battery is confusing - thought it was a representation of a phone's battery. Not sure how the battery is related- is it to imply that hacking consumes the battery? Then that is a narrative point.</p> | | | |
| <p>Hacking- Wants to take a photo of the other player in order to hack in the game.</p> | | | |
| <p>4/16/18, Report by Catherine Chen</p> | <p>Playtesters: Archie ? and Keanu Concepcion</p> | | <p>Multiplayer (2 players) -</p> |

| Feedback | Underlying Causes | Priority (1-5) (1-most severe, 5 least severe) | Proposed Solutions |
|--|---|---|--------------------|
| <p>Player Identification</p> <p>Players do not immediately understand which player they are.</p> | <p>Blue player being the local player is confusing.</p> | | |
| <p>Hiding Hacker Identity</p> <p>Players suggest to hold a button to show hacker. They suggest that the role is first shown then hidden, because they are afraid that someone can look look over their shoulder to see their role.</p> | | | |
| <p>Vending Machine AR scene access</p> <p>Being in range of the vending machine object is not shown, and players do not have access to it.</p> | | | |
| <p>Result Canvases</p> <p>The sudden appearance of the result canvases (“Hacker wins!”, “Agent hacked”!) throws the players off because it’s not immersive.</p> | | | |

| | | | |
|---|--|---|----------------------------------|
| <p>Collaboration Game Mechanics</p> <p>Players like the idea of “connecting” or working together with another player.</p> | | | |
| <p>Horizontal Phone Orientation</p> <p>The game is not made for a horizontal phone orientation, so the menus do not fit when the game is horizontal.</p> | | | |
| <p>4/16/18, Report by Catherine Chen</p> | <p>Playtesters: Karter Duff and Caleb Bladh</p> | | <p>Multiplayer (2 players) -</p> |
| <p>Feedback</p> | <p>Underlying Causes</p> | <p>Priority (1-5) (1-most severe, 5 least severe)</p> | <p>Proposed Solutions</p> |
| <p>Tag</p> <p>Players comment that the two-player version of hacker is like tag. They like it, because it's like playing tag without the physical contact. They don't like physical contact in tag.</p> | | | |
| <p>Role Confusion</p> <p>Player did not know which role he was. The player assumed that he was hacker-wasn't entirely sure. The other player also didn't know he was an agent</p> | | | |

| | | | |
|---|--|---|---|
| <p>Lack of Tutorialization</p> <p>Players didn't know immediate call to action.</p> | | | |
| <p>AR Map objects</p> <p>Players wanted to know exactly what all the icons were, so they wanted to sprint over to see.</p> <ul style="list-style-type: none"> - Having descriptions and knowing what an object is. Is that motivating or discouraging? - They want to have some sort of explanation for each AR object. <p>Side comment: Snapchat has bad UI.</p> | | | |
| <p>4/16/18, Report by Catherine Chen</p> | <p>Playtesters: Claire Bolton and Ken Egu</p> | | <p>Multiplayer (2 players) -</p> |
| <p>Feedback</p> | <p>Underlying Causes</p> | <p>Priority (1-5) (1-most severe, 5 least severe)</p> | <p>Proposed Solutions</p> |
| <p>Role Confusion</p> <p>How do I tell who's who?</p> | | | |

| | | | |
|---|---|--|--|
| <p>How does the map come into effect?</p> | | | |
| <p>Player wants to vote immediately.</p> | | | |
| <p>Agent Player Agency</p> <p>Player want to counter attack. The Agent player wants to put a firewall- want to block them. If hacker has a pattern to hack, they want to counter it with another pattern.</p> | | | |
| <p>Enhancing the Hacking Mechanic</p> <p>Have the hacker navigate the map to hack- to hack a player. Hacker has to maneuver Utilize the map.</p> | | | |
| <p>Hacking at Map Scene</p> <p>Player doesn't know that they have to go to the map to hack another player. You hack from the map. Maybe from map button, says ""hack!" to show that"</p> | <p>The player was at the voting menu.</p> | | |
| <p>Hacking - Moving towards Assassin suggestion.</p> <p>"After you hack they become the hacker- but they have to guess who the hacker is."</p> | | | |

| | | | |
|---|--|--|--|
| <p>Hacking -Poker suggestion</p> <p>Betting currency- who is the hacker?- bet money.- becomes like poker.</p> | | | |
| <p>UI comment:</p> <p>The ui is very nicely designed- easy to read.</p> | | | |
| <p>Maybe have symbol to see who you are. What if there are 2 players with same name?</p> | | | |
| <p>Player Object differentiation</p> <p>On the map, maybe players don't know who is who.</p> | | | |
| <p>Multiplayer Interaction</p> <p>Players also like being able to see that someone else is there- feels like there is someone interacting</p> | | | |