

# Feedback User test Unity game – Tunnel Blasters 2D

## End results

TUNNEL BLASTERS - UNITY		USABILITY TEST PLAN DASHBOARD		
<b>AUTHOR</b> Thuvaragan Vanniyasingam		<b>CONTACT DETAILS</b> v.vanniyasingam@student.fontys.nl		<b>FINAL DATE FOR COMMENTS</b>
<b>PRODUCT UNDER TEST</b> What's being tested? What are the business and experience goals of the product? I will be developing a game inspired by Bomberman in Unity called 'Tunnel blasters'. The gameplay involves navigating through a maze-like environment which takes place in mineshafts. The player places bombs to create pathways and as goal to eliminate the opponents.	<b>TEST OBJECTIVES</b> What are the goals of the usability test? What specific questions will be answered? What hypotheses will be tested? - The goal is to ensure players can play the game on PC and while I examine their gaming experience.  Questions: - What do you think of the visuals? (Characters, environment and animations) - How is the player movement? - Do you think the game is fast-paced? - What do you think of the bomb placement and powers-ups? - What is your experience playing the game on PC, using the keyboard?  Hypotheses: Players will understand how to make quick decisions and play strategically, while playing the level without any external help.	<b>PARTICIPANTS</b> How many participants will be recruited? What are their key characteristics?  5-7 players which are target audience focused, who are into retro/indie games, in the age between 16-35	<b>TEST TASKS</b> What are the test tasks?  - Navigate and start the game - Being able to understand and interact with the UI - Being able to complete the level - Bomb placement - Defeating opponents - Character movement - Using powerups	<b>RESPONSIBILITIES</b> Who is involved in the test and what are their responsibilities?  The user is the one playtesting and i'm taking notes while at the same time the game will be recording and making sure they complete the tasks.
<b>BUSINESS CASE</b> Why are we doing this test? What are the benefits? What are the risks of not testing?  Testing ensures the controls are intuitive and players enjoy the game. Without testing, players might abandon the game due to frustration or confusion with unclear mechanics		<b>EQUIPMENT</b> What equipment is required? How will you record the data?  - Hardware: PC, Keyboard and mouse - Software: Unity, OBS screen recorder - A notebook for recording observations		<b>LOCATION &amp; DATES</b> Where and when will the test take place? When and how will the results be shared?  Location - School or at my home -The results will be immediatly shared once the playtest is over, depending on the date.
<b>PROCEDURE</b> What are the main steps in the test procedure?				
<div>Welcoming the user and explaining the game that i've made in Unity.</div> <div>Asking if the user is willing to perform task tests.</div> <div>Explaining the controls, so they know how to begin testing</div> <div>Start recording the game, while the user is playing</div> <div>Observing and taking notes, till the game ends</div> <div>Collect valuable feedback from the user after the playtest</div>				

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## Usertest 1 – participants Students (Target audience)

- Player 1 playing as Jack the miner – Niels student Mediadesign
- Player 2 playing as the thief - Pepijn student Mediadesign

Questions asked during the playtest:

### What do you think of the visuals? (Characters, environment and animations)

The visuals looks nice and you can clearly see it's being played inside a mine, because the the blocks are dropping gems.

### How is the player movement?

The character movement is smooth, but sometimes the characters get stuck in between the barricades.

**Do you think the game is fast-paced?**

Yes, the game is fast-paced and it plays just like the classic Bomberman games.

**What do you think of the bomb-placement and powerups?**

- I like that the bombs are spinning when you kick them, having the kicking option in the game feels very smooth and fun.
- The powers up also drop very often, which is great to make it more fast-paced, it's maybe better to have something that shows what the gems mean when you pick them up.

**What is your experience playing the game on PC, using a keyboard?**

I rather play this game on a controller or a Nintendo console, but since it's 1 v 1, using a keyboard wouldn't be a problem.

**Feedback from participants:**

We enjoyed and had fun playing the game would like to see the full version of the game, the game feels smooth and fast-paced, but the characters do get stuck sometimes, if the game had the HUD it would have been even better.

One of the participants asked if I'm going to put it on steam, where I replied, I most likely will get sued by Nintendo.

## Usertest 2 – participants Teachers ( Target audience)

- Player 1 playing as Jack the miner – Maikel teacher Mediadesign Semester 3
- Player 2 playing as the thief - Medhat teacher Mediadesign Semester 3

Questions asked during the playtest:

**What do you think of the visuals? (Characters, environment and animations)****How is the player movement?**

The visuals looks great and original very nice that you have designed these sprites on your own, because we haven't seen anything like this before in a Bomberman game. We also like you've chosen a mineshaft as your environment inside a mining cave.

**How is the player movement?**

The player movement is smooth and solid, there were some games we played in the past that made it hard to move in between barricades such as Pacman, but your game seems to have solved that.

**Do you think the game is fast-paced?**

The game is fast-paced, it starts slow, but when more bricks are getting destroyed, it'll get more intense, similar to older Bomberman games.

**What do you think of the bomb-placement and powerups?**

We like that be bombs can be kicked to its destination, we did notice that one of the powerups seems to be bugged or not working, the blast radius powerup doesn't seem to do it's job, so we have to spam more bombs to get the job done.

**What is your experience playing the game on PC, using a keyboard?**

Since we both are pc players, playing an arcade using keyboard seems difficult locally since the buttons are not on spot that we're used to, but for your game it is very do-able since you don't have to press a lot of buttons to enjoy the game.

**Feedback from participants:**

We enjoyed playing this game, but maybe since you don't have much time left to design and implement the HUD, try adding an explosion sound instead, since it's what makes these games so special and exciting.