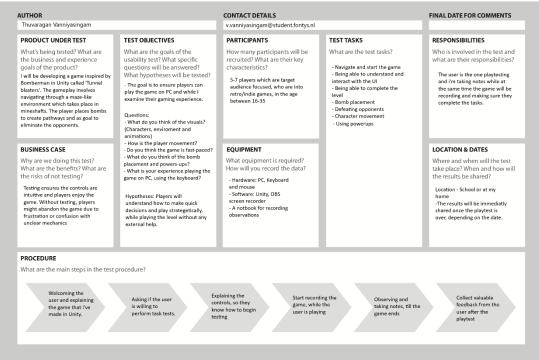
Feedback User test Unity game – Tunnel Blasters 2D

End results

TUNNEL BLASTERS - UNITY

USABILITY TEST PLAN DASHBOARD



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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 had 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.