

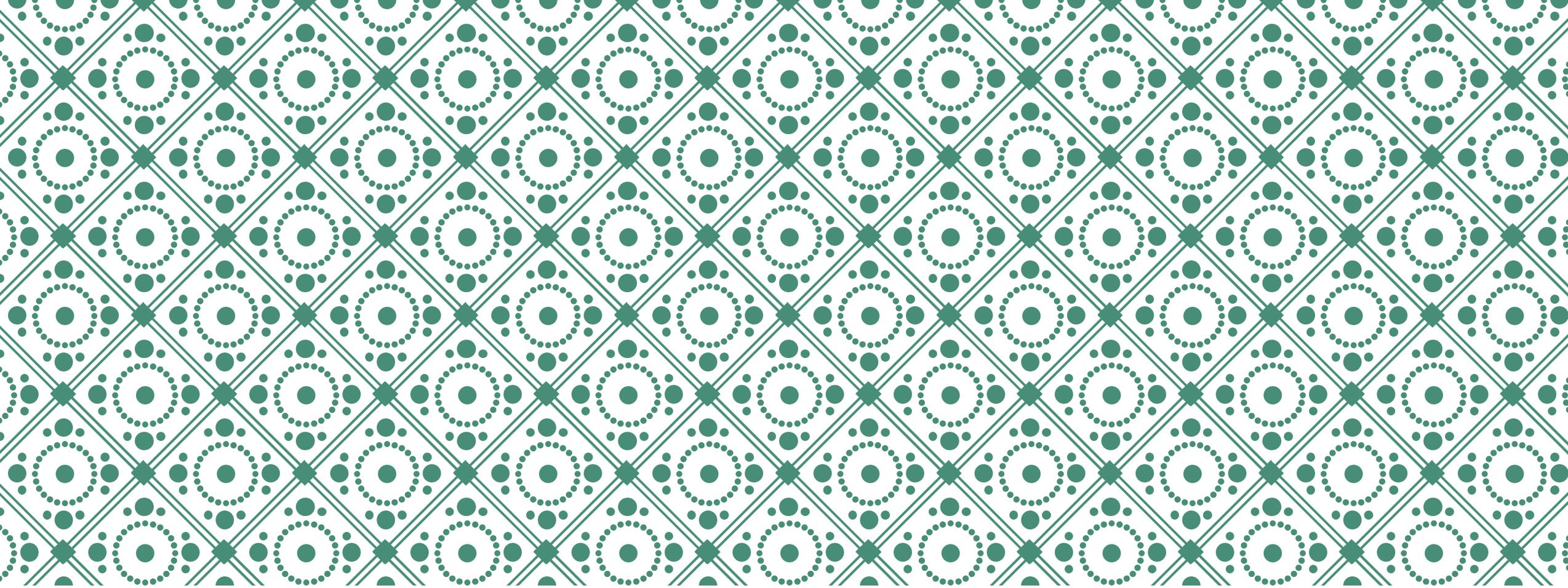
WHWDTEO USER TEST FEEDBACK

24/01/2020

Puzzle and navigation in the room

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INTRODUCTION

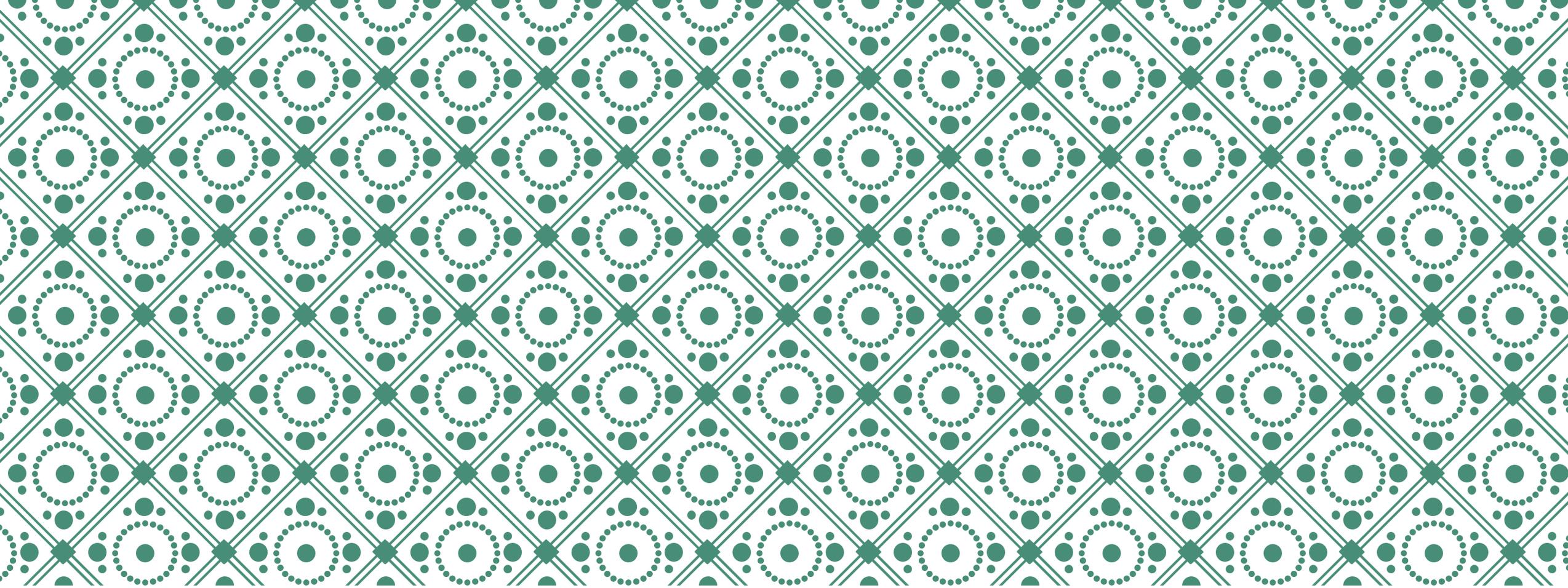


WHAT HAVE WE DONE TO EACH OTHER?

In *What Have We Done To Each Other?* you embody **3 siblings** (Mia, Caleb and Ava), as they investigate their family past to understand who murdered their cousin 15 years ago. Each sibling has **different memories** of their childhood. You'll have to **make your own opinion** on the past to uncover the truth.

EXPLORING THE ROOM

For this test, players play as **Mia**, one of the siblings, as she explores her cousin's room, left intact for 15 years. They will be able to **interact with various objects**, as well as explore a past version of the room through the « **memory zone** ». To complete the exploration, players must interact with a **recorder** in the past, then with a **wardrobe** to find the recorder in the present, and finally with an **alarm clock** to find batteries and end the exploration.



TEST METHOD AND KPIs





OBJECTIVES — CAMERA AND CONTROLLER

- Do players understand how to interact with objects?
 - Gameplay observation: do players take time to interact with the objects?
 - Players should trigger the interaction within 3 seconds of stopping in front of an object
 - Interview: “Can you describe how you interact with an object?”
- Are the players able to interact with the object that they want?
 - Gameplay observation: are players interacting with the object that seemed closest?
 - Interview: “Did you encounter any struggle to interact with objects?” o
- Is it frustrating to manage the camera?
 - Interview: “How did you feel about the camera?”
 - Gameplay observation: are the players stopping movement to adjust the camera?
- Do players feel the room is too small?
 - Interview: “How did you feel in the room? Was it too small? too big?”
 - Interview: “Were you frustrated by the character move speed? If yes, in what way?”
- Do players use the memory zone as expected?
 - Time the memory zone is used -> should not exceed time without the zone
 - Order of objects interacted



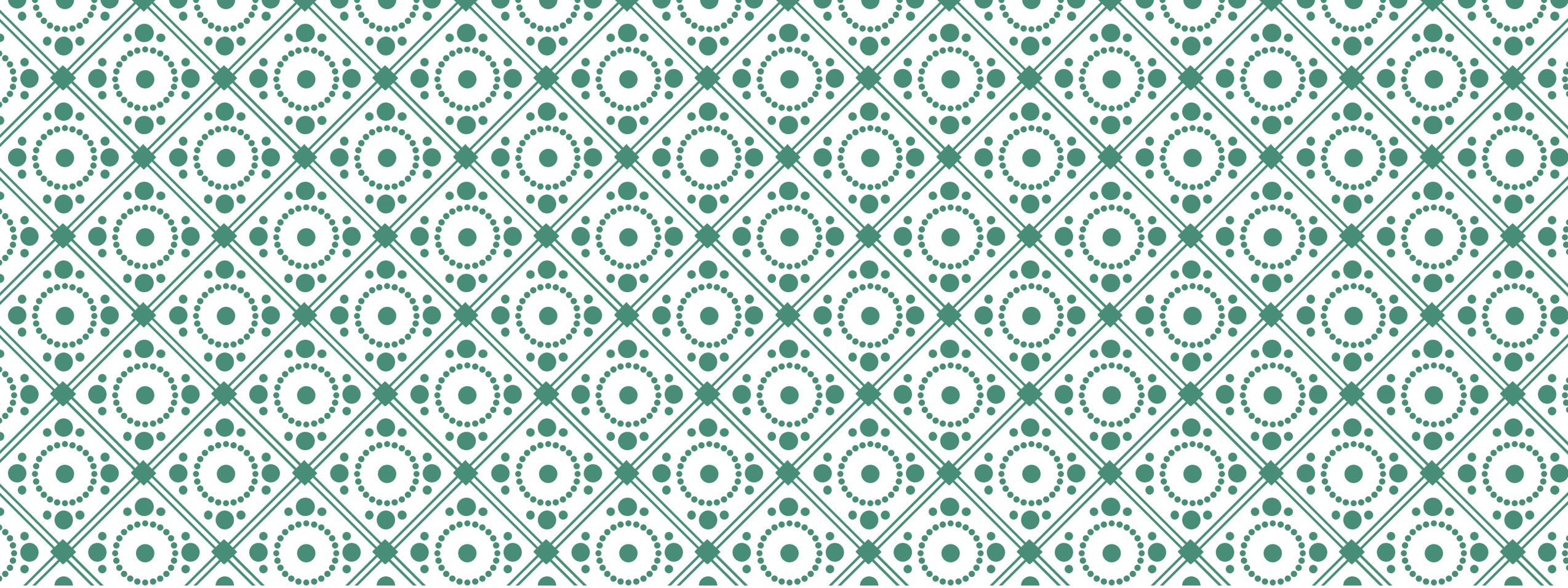
OBJECTIVES — PUZZLE

- Do players understand that there is a puzzle?
 - Gameplay observation: are players wandering in the room without a goal?
 - Do players end without playing through the whole content?
- Are players able to solve the puzzle without guidance?
 - Gameplay observation: are players unable to complete the puzzle after 8 minutes?
 - Time to solve puzzle
 - If the player required guidance: Interview: Go through each step and ask “What were you thinking after interacting with X?”
- Do players understand how the puzzle works?
 - Time to solve puzzle
 - Number of objects interacted before solving
 - Interview: “How did you approach solving the puzzle?”

PROTOCOL

6 players participated in this test. They were asked to **play freely** through the first part of the vertical slice, which was estimated to take less than 10 minutes, and then were interviewed for 5 to 10 minutes about their understanding of the vertical slice and any pain points they might have encountered. Players that were not able to complete the first part of the vertical slice would be **guided until completion**.

Players were also provided with an [introduction text](#) of the events prior to the vertical slice and were quickly briefed on the controls (Left Stick – Movement, Right Stick – Camera, R2 – Memory Zone). Any questions about the introduction text or linked to bugs during the test were answered.



ANALYSIS





DO PLAYERS UNDERSTAND HOW TO INTERACT WITH OBJECTS?

Players were able to describe how to interact with objects (get close and press X), even though it was not explained in the controls.

Players had no problem interacting with most objects. However, several issues led to a few objects being hard to interact (the past recorder and the letter box, more details in the [next slide](#)).



ARE THE PLAYERS ABLE TO INTERACT WITH THE OBJECT THAT THEY WANT?

Past recorder: Sometimes impossible to select due to a bug when interacting with the past cars and then with the recorder without releasing the memory zone

- Wardrobe: No issue
- Clock past: No issue
- Clock present: No issue
- Letter box past: No issue
- Letter box present: Hard to select due to the proximity with the present cars
- Cars past: No issue
- Cars present: Hard to select as the interaction prompt was not displaying correctly

ACTIONABLE | Several bugs regarding the selection of objects and the past/present switch need to be fixed. Other than that, it seems players are able to select objects without too much trouble



IS IT FRUSTRATING TO MANAGE THE CAMERA?

All players said the camera speed was working fine, it allowed them to focus on the object that they wanted without trouble.

However, all testers complained about **not being able to view objects placed near the feet** of the character. In particular, two testers thought that the Y-axis was not movable at all. This was particularly noticeable with the **past toy cars**, as players were not able to look at them once they got close enough to interact.

ACTIONABLE

Allow the limit for the vertical camera axis to be higher, so that players can look at the ground



DO PLAYERS FEEL THE ROOM IS TOO SMALL?

Out of the 6 players, when asked, 2 said that the room was too small to their liking. The four others said that it was **neither too big nor too small**. 2 of them also said that they felt the size was accurate for a child's room.

For the movement speed, 5 testers said they were not bothered by it, with 1 saying that he liked the decision to have a slow speed and that it fit the mood of the character. The last tester mentioned that it made sense that the character speed was slow, and that it didn't bother him during exploration, but that when he wanted to go towards a specific object he would have liked to be able to go faster.



DO PLAYERS USE THE MEMORY ZONE AS EXPECTED?

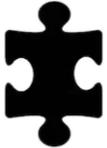
Memory zone statistics for each player:

Player	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Time in memory zone	1:15	0:20	0:46	0:22	0:45	0:07
Amount of uses of the memory zone	7	8	8	5	7	3
% time spent in memory zone	24	11	21	22	24	3

Overall, the memory zone was **well understood by players**. However, they all said that the zone was **too wide**, as it covers almost the entire room when placed near the center of the room.

3 players also struggled with **differentiating past and present objects** when objects were present in both, especially with the recorder and the alarm clock

ACTIONABLE | Reduce the size of the memory zone and increase the texture differences between past and present



DO PLAYERS UNDERSTAND THAT THERE IS A PUZZLE? / ARE PLAYERS ABLE TO SOLVE THE PUZZLE WITHOUT GUIDANCE?

All players understood by themselves that they had to find a series of objects one after the other. They were all able to complete the gameplay sequence without guidance within a reasonable amount of time.

Player	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Time before the past recorder (min:s)	3:30	0:18	2:23	0:38	1:49	1:55
Time between past recorder and the wardrobe (min:s)	0:27	0:37	0:40	0:21	0:27	0:21
Time between the wardrobe and the clock (min:s)	1:18	2:10	0:40	0:41	0:54	1:14
Overall time (min:s)	5:15	3:05	3:43	1:40	3:10	3:30

The longest time is usually linked to the moment the players read the letters, as it takes a significant amount of time to read



DO PLAYERS UNDERSTAND HOW THE PUZZLE WORKS?

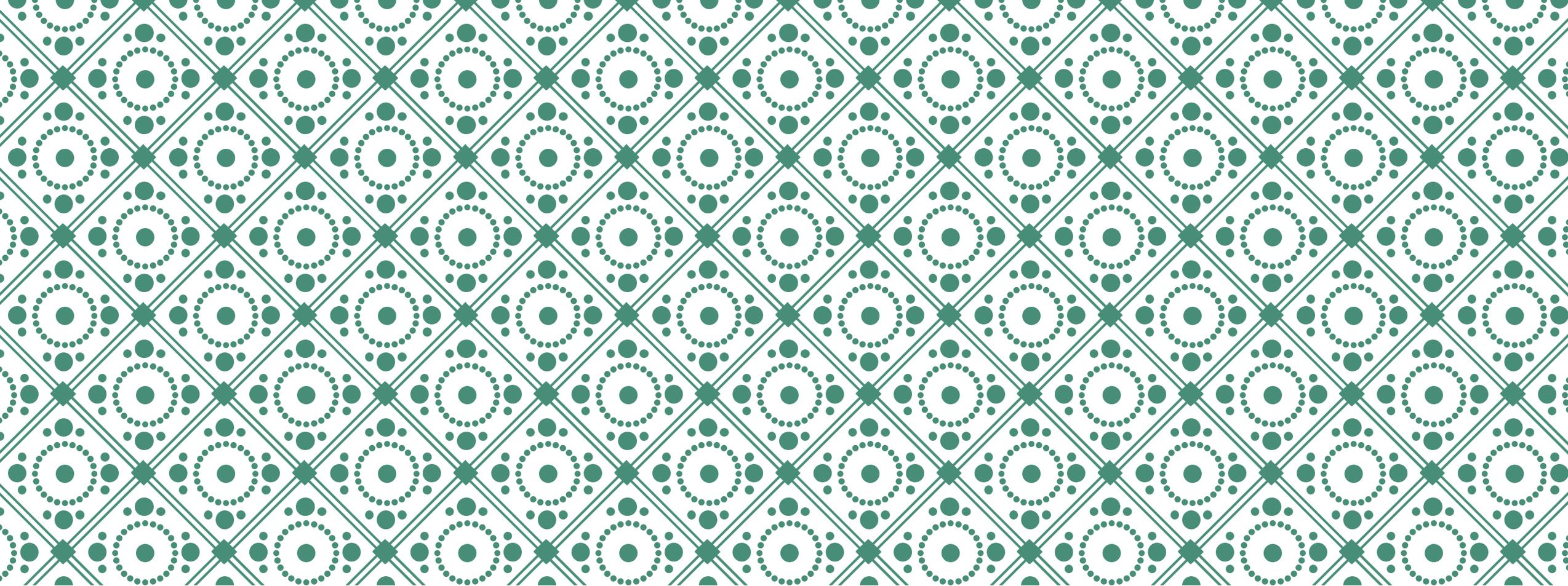
All players were able to complete the puzzle **without any help**, and within a reasonable time (less than 8 minutes).

Player	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6
Puzzle completion time	5:15	3:05	3:43	1:40	3:10	3:30
Number of objects interacted before solving	10	6	6	3	5	7

However, 2 testers **mistook the present recorder for cassette tapes**, and they did not understand why the character was looking in the present for an object of the past.

ACTIONABLE

With changes to the shaders, the difference between past and present will be much clearer, and as such there might not be any need to modify the game further to emphasize the difference



ANNEXES

INTRODUCTION TEXT

15 years ago, in Dove Point, Missouri, the infamous “Iron Teeth” serial killer claimed the lives of several individuals. Among one of them was a little girl named Hope...or so everyone thought. Just recently, her cousins Mia, Ava and Caleb discovered the circumstances of Hope’s death were inconsistent with the “Iron Teeth” modus operandi, which means the actual killer could still be free and on the loose. Mia, one of the three main characters in this story, was heavily impacted by her cousin’s death, as she was very close to Hope. She was recently advised by her therapist to move on, and not to stay caught up in the past, but she is unsure if moving on would mean forgetting entirely about Hope. Her siblings Ava and Caleb have different opinions on the matter. While Ava thinks Mia should let the past die, Caleb wants to dig further until they find the truth. Hurt and torn, Mia decides to explore Hope’s bedroom to feel connected to her cousin again. Inside she will be able to interact with Hope’s possessions and bring back memories of her past, possibly even answer a few questions plaguing Mia’s mind.