

Week 15: B.V.W. Show Week

Overview:

Week 15 marks the last week of preparation for the team's final presentation, which will be coming up on Wednesday of the following week. This week has been partially taken up by the bi-annual B.V.W. show, and partially as a week for preparing our presentation.

During this week, we have been able to hold a few official and unofficial playtests using both ETC students, and guests from outside the university.

Playtesting Notes:

We took the opportunity this week to run a more scientific blind playtest that compares player combat satisfaction with our most basic blending vs. our more advanced blending. For this we developed two builds (referred to as build A, and build B).

The main difference between the two is that the slashes in Build 'A' always trigger at the same velocity, while in built 'B' build we fit them to the player's motion. As we expected, the results were not overwhelming, with only a middling consensus towards the more advanced blending solution (Build B).

After the playtests, we took a closer look at the data we collected from each playtester, and found a rough correlation between build preference, and previous gaming experience.

Players more familiar with console/PC gaming (people who **were** active gamers), tended not to notice a difference between Build A and Build B, while testers who were not gamers tended to favor Build B (the blended build).

We learned from watching people play that active gamers tended to adjust the speed of their movements to fit the character's, while non-gamers were more likely to expect the game to 'keep up' with them at all times.

Coming Up Next Week:

This coming Wednesday, the A.I.M. team will be making our final presentation. At that point, the semester will be considered over. From there, the team will be discussing over the winter break the details of our bringing the project into a new semester.



(All) Images of our December 6th A-B playtesting, to determine how much people noticed the difference between simple and complex motion blending in the game.

