

antEater

FALL, 2011

NOVEMBER 14 - NOVEMBER 18

ETC - SILICON VALLEY

A BUSY WEEK

This week we conducted multiple rounds of play-tests for our game prototype. The following paragraph outlines some of our results and conclusions from the test. Next week we'll add single-use nodes and sound effects to enrich the game experience. We eagerly anticipate Softs as an opportunity to open our prototype to the public and get more valuable feedback on our design.

Playtests' Additional findings

- Players found the game fun and wanted to keep playing
- Fun for gamers and non-gamers alike
- Players do need a small amount of node explanation
- Players like being able to solve puzzles their own way
- Lots of "I'm so clever moments"
- Players were split between preferring Buggy running constantly and having him run once on click
- Players were able to figure out complex node combinations relatively quickly
- Trajectories made a big improvement in understanding node placement
- Players will stick with a level as long as they feel like they are making progress
- Player's have no problem placing large numbers of nodes in a level
- Upper bound complexity is in level progression design not in number of placed nodes
- Players are comfortable experimenting and playing around in levels
- Players go from mentally solving a puzzle and actually completing a puzzle very quickly
- The low standard deviation in levels show that players are spending about the same amount of time on each level, and having a similar experience even though their level solutions are very different.



The development of the visual style of our game is moving forward smoothly too. We are confident we will have a great Soft Opening on November 30.



An Electronic Arts and
Entertainment Technology
Center Collaboration.

Team

Chong Zhang: Producer
Robert Duncan: Lead Programmer
Alex Kowalski : Game Designer

Yunkyu Kim: Animator
Hyemi Do: 2D Artist
Sophie Lu: Sound Designer
Nan Jia: Programmer

Advisers

Carl Rosendahl
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