

## **Charlotte Notes: 10:00 - 12:00**

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### **General Notes**

People want a working demo for the game, paper prototype was more of an emulation of things but had asked for a working demo.

Prototype was impressive, but very large and confusing. Made it a bit difficult to understand what was happening, but they understood where they were and the minimap helped quite a lot.

The prototype is just too long, especially for what's going to be presented at night of the nerds. Even if we condense time considering it will be made digitally, this is still entirely too long. Maybe cut down to one minigame and 2-3 NPC's?

Directions are not clear enough when it comes to what to do or where to go, and hints need to be given throughout the game which means things are not clear whatsoever.

As is, the culprit is not currently clear. This may be due to a time limit, or dialogue but we will need to keep this in mind while developing further.

Chris mentioned that the printed marble prototype really sticks out for a presentation and is well done.

Big tip for prototypes is NOT to put in story just focus on the experience. Tip from Chris

Better explanation about button movements as well as general movement for the NON demo, especially with the NPC's

Lockpicking minigame is simply not interactive enough, it leaves one player just holding for a moment rather than having two players in constant coordination

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**Names:** Adeline + Yurick

**Summary:**

**Observation:**

- Yurick likes the minimap
- Yurick unsure how to talk to the character, no popup able to help them see how to talk.
- Both look confused as the NPC talks, Adeline especially looks very confused.
- Adeline asks for how interactions happen and what button to press to talk, is explained that things happen automatically
- Unsure who the other player on the sheet is, not clear in the prototype. They keep asking if the guard is the other character / person playing.
- They explain how the minigame works, giving an example of maybe a dialogue box explaining how the game works. Yurick was slightly confused by the language of how the game worked and asked which way they needed to turn the lockpick. They communicated together before the minigame to determine who would have which piece. Audio cues helped a lot, but they seemed excited at winning. Yurick commented that the minigame was cool.
- Observer asked how the multiplayer would work exactly, and Nieck explained that it would be a cooperative game.
- Yurick seemed a bit confused and slightly bored while playing, they were scribbling with their pen during a lot of moments.
- They don't seem to be directly communicating with each other, mostly focused on discovering things on their own.

- There was a mixup on communication on how the NPC's talk to players, need clearer clarification about that.
- They did not like that NPC's were locked per person at all, and did not realize that they could communicate with each other.
- Yurick looked tired and kind of annoyed at the idea of more puzzles, however seemed more interested at the idea once they saw.
- Observer thought the marble puzzle was very cool, and asked about exactly the way the partnering of the game worked.
- The participants seemed very happy working together and had the most communication so far during the puzzles part, reinforcing the idea of cooperation leading to bonds. After the minigame they also seemed more interested in communicating.
- Dialogue gave them a clearer idea of how to proceed and where to go, voting seemed to go well and they had fun talking about it.
- Asked if they could vote separately but were told they needed a unanimous vote, they ended up voting for the priest. Lost :(
- They actually introduced each other at the end.

## **Interviews**

### **Before:**

1- Meet Someone and win-Competition

2- Never Met

### **After**

1 - Minigames fun, they enjoyed it. Unsure about how the meeting worked on both ends but understood a bit better as the game progressed.

2- Need to talk to NPC's and don't agree that one person can talk, but understand why we did it to boost communication. NPC assignments can make the process flow smoother.

3- Easier to talk near the end for both

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**Names: Hirsty + Alex**

**Observation:**

- Says it was similar to a mini session of DND
- Alex asked if they got a reward for helping the townsfolk.
- Asked who the character by the gate was, and talked together to see who would talk to them.
- Got very excited over the lockpicking minigame, however after the explanation they seemed a bit nervous. The 90 degree angle was a bit confusing for them when it came to understanding how it would work. Because they were already friends though they had clear and direct communication on what needed to be done. They did not mince words when it came to talking about what to do.
- Observers heard that it would take 10 more minutes for the demo and seemed very shocked and walked away.
- The communication with NPC's went much smoother since we told them ahead of time so they were prepared to discuss what NPC's discussed with one another.
- There was a lot of focus but little communication when it came to the second minigame. By little communication, I mean very quick explanations of what is happening to explain what is happening, Like "oh, left." and there was clear indication between the two. Since they were already friends I do believe there was more understanding and trust between the two so they did not need as much communication happening at once.

- Already discussing who was lying after the second minigame, trying to deduce who was the thief.
- Seemed more interested in what was happening rather than the first group.
- “So it’s like a detective game okay” and actually was focused on the dialogue. They were bringing up dialogue mentioned previously to try and figure out who was the liar / thief. Were very in depth with arguing who would have done it. Slight concern where communication would break down at this point if a disagreement happened, but more minor of a concern than anything.

### **Interviews:**

#### **Before:**

- Explore Eindhoven in a mediaeval and fantasy way, while working together. Bonding people, knows the premise and has the same client.
- Know pretty well, friends since Sem 1 very good friends

#### **After:**

- Game was cool, lots of loading. Seemed fun, liked the prototype it was clear.
- Talking to the guard slowed them a bit, need to be all npcs you can only talk to once or none at all. Issue for the paper prototype can be solved in the final
- No
- Can’t wait for the real thing

**Names:** Tamer + Fabi

### **Summary:**

#### **Observation:**

- Questioned if they were playing together or separately
- Confused on what the buttons mean since Fabi isn’t a gamer and WASD was not clear.
- Tamer was a bit impatient with pressing the buttons

- First tried the lockpicking game.
- Tamer seemed genuinely excited and interested, however this may be due to the fact tamer does know Nieck and there was pre established connection.
- There is more communication happening after they began talking to NPC's, discussing exactly what happened or who did it
- This test is going the fastest so far. Part definitely due to getting better at working the prototype, however part of it is the genuine interest by tamer and fabi. The better the communication happening is, the faster things seem to go.
- The dialogue was improvised for the child, which made the

### **Interviews:**

#### **Before:**

- Win something, winning. Nothing, you have to follow the story
- Know each other a bit from last semester, and are in the group this semester

#### **After:**

- Pretty interactive game, especially with the minigames. Maze was fun. Story was fun, and can be developed pretty clearly. Because she has never played games, the buttons were confusing.
- Not really BUT they were confused about the area going through a bit. For meeting the character they give context but they talk way too much
- During the maze they had to communicate a bit better. Towards the end they were communicating more and felt more in sync.
- Really like it, Fabi's original feeling of wanting to win changed at the end where she enjoyed the cooperation aspect

**Names: Jerryl + Mia**

**Summary:**

**Observation:**

- Jerryl seems very confused at the concept, so does Mia.
- Mia genuinely seems disinterested and bored at the start. Jerryl has a passing interest seemingly. This seems like it will be a test for how to handle uninterested players.
- Counterclockwise seems to be an incredibly confusing term at first for people. The lockpicking example could do with a demo, similar to mario party minigame?
- Not a clear indication for when the lockpick mini game is over? Same click sound, so there needs to be a difference between the click, unlock, and fail?
- Mia eventually stops playing herself and just watches Jerryl play and do everything. It's something to consider if only one player is able to play in certain areas at a time or if one player coasts on another player's gameplay.
- Mia regained interest when it came to the second minigame, the more direct interactivity made her seem more invested.
- Jerryl was very invested with the storyline and memorized everything
- THE FIRST GROUP WHO GOT IT RIGHT. Priest dialogue foreshadowed

**Interviews:****Before:**

- Mia doesn't know what to expect, seems mediaeval
- Don't know each other beforehand.

**After:**

- Confusing at first, but made sense after a while. The lockpicking minigame was difficult, not informational enough.
- Gave old ass rpg vibes, like a point and click. Seems like gameplay will be incredibly slow though the flow is nice. Co-op having to wait or process information was very annoying. Waiting was very annoying to have to do.

- A couple of rounds may help, but for the short gameplay they played wasn't enough to change the dynamic.
- Digital aspects are going to help, but the paper prototype didn't help. Minigames were clear and fun.

**Names:** Bobby + Bobbette (Medhat and Petra)

**Summary:**

**Observation:**

- Seemed very focused on the concept and explanation, however they seemed a bit confused on how the game specifically would work.
- Indicators were unclear at first. They found it a bit funny if the characters were able to mess up their dialogue, could be fun to add
- Seemed very clear as to what they needed to do after talking to Data mage cat
- Seemed very excited about how the lockpicking minigame worked, the demonstration seems clearer compared to the first testing, the minigame seemed a bit fun.
- They are trying to break the game purposefully because they are teachers and have to. Bobbette said we should add a bar.
- When players go separately to explore the game goes much much faster, we need to make sure we let them know to go separately.
- Asked if they had to communicate, but are having fun trying to figure out
- Once again confused on if the gatekeeper was the other player or not, need to have a clearer indication.
- Second minigame was clear on what to do, more cooperation with this one then the lockpicking.
- Clear communication between the two.

- Stolen key being at the market guy's stall makes it seem like he lied about the gate being locked. Not enough clear indication as to who it is, we need to balance between showing information and keeping more of a mystery.
- Another DND comparison
- They said the child is too obvious, maybe the priest stole them and the child

## **Interviews:**

### **Before:**

- Bobette believes she can die and bobby thinks that there will be a maze involved
- Very surface level knowledge of each other

### **After:**

- A lot of fun and immediately within the game, wish they could talk more in general. Simplistic interactions for the demo should be available. IE- Petting the cat in witcher. Choice of the child was too simple.
- At the start there was confusion for a moment when they had to wait. Need to have clearer information on communication between players, or have differing information on how many times you talk to an npc or who talks to an npc.
- At first they were doing their own thing and the talking happened more. Minigames were essential
- What is the main goal of the game? More chances to find out more about the players. Have maybe surface level questions to find out more. In general, it's enjoyable. Fun at a physical event maybe, like a special edition. Script was good. NPC man vibes