

# XR P3 Playtesting Report

Team 5 playtesting with Teams 2 & 4 on April 11, 2025 at Vizlab

Briefly describe the current state of your product / website.

This week, we added templates for more interactive systems for our product. The map has been made more alive, and templates for hunger, health, energy have been added. The inventory system and moving things out should feel smoother. You can now cook fish on the fire. The website is mostly the same from last week except the addition of Dev-log #2.

Describe what you hope to see during this playtest.

Nothing breaks. We hope to see that all the systems that we made during the week will work as intended. We also hope to see if users are confused with the directions and what to do when using the product. Testing for bugs and any issues they might see with the product.

## After they playtest our product...

Describe how the playtest proceeded. What did the users do?

Inventory needs to be explained in game. Or actually, finish and add in the dialogue guidance system. People didn't know what the arrow is for, or what buttons to use to open the inventory system.

People were doing squats to pick up sticks. Perhaps this has a future.

If a person leans in / walks forward, he can get stuck inside the tree. (we cannot stop players from walking into walls in real life lol)

Struggled with building a fire (get good).

People saw we had a health bar, but then wanted to test it and run into the fire (should damage players and show an effect)

Fishing sometimes is bugged where players are trying to hold the fish but hold the string instead.

He flew onto the mountain. Somehow. And there is fire on it.

Was the product / website's purpose intuitive? Did users appear confused at any point?

The website is succinct and gives the right amount of information and detail, but maybe could be more stylized or engaging. We're thinking that it would be beneficial to add more on the main page of the website so that's another main goal of next week (more advertising).

What kind of things did the users say while interacting?

They are very creative, and since this is more of a sandbox experience, they wanted a lot of details in this VR map for them to test / interact with. They had a lot of fun trying to break our game, and took it as an accomplishment to break our game.

"That's cool" - Reacting to our compass, and placing sticks mechanism.

People love to stand in the fire and try to burn things.

In its current state, in what ways (big or small) is the product / website succeeding?

Very intriguing and fleshed out systems.

In its current state, in what ways (big or small) is the product / website falling short?

While systems are cool, the way they interact with each other is not fully patched / fixed.

Website is satisfactory. No bugs on the phone or computer, and it is very smooth.

In what areas will you invest your time this week?

We will try to get player guidance to work fully so we don't have to keep on telling the players what to do.

Furthermore, we are going to refine our systems more in the game, such that all the things / exploits people are trying to do in the game are accounted for.

Also wanted to do the stretch goal of bear attacks.

## After we playtest their product...

Describe the other team's product / website.

Team 2: Express AR.

Emotion recognition. Help children determine what emotions they are.

AR + LLM. Uses LLMs to see what emotions you are experiencing. Have some pretty good facial recognition boxes, but take a long time to load. Website left side and right side gets cut off.

I think the story mode is not very well explained. Spawn boxes instead of stories in this alpha version.

Cute characters that you have to categorize their emotions.

Crashes the app if you are in facial detection mode, and click switch mode.

Team 4: Chem lab safety

Fixed a lot of bugs from last week. We tried breaking out of the room but they patched it. Fire hydrant works and can spray to put out fires! Really cool. Can extinguish a fire that grows by spraying foam with fire extinguishers on it. Collisions are still kind of wonky, lots of physical objects didn't have collisions at all. For example, you could put a fire hydrant through a trash can. When you mix the two chemical solutions together, a mass fire occurs that you cannot put out and makes it so you cannot move very well. There were some issues with the counter/cabinets where the material wasn't two-sided. Also, the windows weren't very well fit, you could see through the outer edges. The water fountain now works which is nice.

Website:

- Had issues with lots of blank space (text boxes could have been widened)
- Chat feature is unnecessary and doesn't have any functionality
- Image on the top is too wide and makes it so you can scroll horizontally, but I don't think you should be able to.

Do you think this product / website addresses [the five criteria for P3 success](#)

Team 2: The product and website mostly covers the five criteria for P3 success. The biggest concern is that the website has a few bugs with how it functions and looks. The website overall looks good on mobile. Incorrect redirection when clicking the "about us" button. In addition, the product is slightly buggy with some of the functionality it is supposed to have. Overall, the XR Emphasis, Novelty, Social Impact, and Financial Sustainability are all covered.

Team 4: This team had bugs, but not very significant bugs, so I think they did really well in the technical sophistication category. For the novelty, I thought the safety lab was a very new idea to me and a very good use of VR. It makes it so someone can practice safety without the possibility of getting hurt. This product directly encompasses the social impact category as the product is advertised not to be used recreationally, but rather to be strictly informative in terms of safety in a way that perfectly emphasizes the use of VR. The financial sustainability could be addressed better as all they've mentioned is how they are getting grants for their product.