

# Playtesting MM.DD.YYY

(day of the week), (event)

## Things we asked the Playtester

- AGE
- GENDER
- BUGGY EXPERIENCE (if any)
- MOTION SICKNESS IN VEHICLES
- VR EXPERIENCE

## Bugs:

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## Team Member Playtests (if any):

### Team Member: (Name)

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## Outsider Playtests:

### Playtester: (Name)

- **Traits**
  - Name:
  - Age:
  - Experience with VR:
  - Experience with Buggy:
  - Sex:

- **During Gameplay**
  - **Bike Controls**
    -
  - **Steering Wheels**
    -
  - **Levers**
    -
  - **Other**
    -

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## Survey: (name)

*Once the playtester finishes playing the prototype, assist them in taking off the headset and give them a chance to get their bearings. Then, walk them through the next step:*

Next, can you answer the following **QUESTIONNAIRE**?

On a scale of:

1	2	3	4	5
No		Sort of		Yes

1. I lost track of time  
**A.**
2. Things seemed to happen automatically  
**A.**
3. I feel different  
**A.**

4. I forgot where I am  
A.
5. Things don't seem real  
A.
6. I feel spaced out or goofy  
A.
7. Time seems to stand still or stop  
A.
8. It seems like something outside of me is moving  
A.
10. I played without thinking about it  
A.
11. Things seem to be in slow motion  
A.

**GENERAL** (adapted from Shawn Patton's [Definitive Guide to Playtest Questions](#))

1. What was the most frustrating moment or aspect of what you just played?  
1.
2. What was your favorite moment or aspect of what you just played?  
1.
3. Was there anything you wanted to do that you couldn't?  
1.
4. If you had a magic wand to wave, and you could change, add, or remove anything from the experience, what would it be?  
1.
5. What were you doing in the experience?  
1.
6. How would you describe this game to your friends and family?  
1.

## DETAILED

### A. Control Scheme

#### 0. VR Controller

- a. What's your experience with using controllers?  
1.
- b. How did that relate to your experience of playing the game?  
1.

#### 1. Type "Wheel"

- a. How did it feel?  
1.
- b. Rate on a scale of 1-5 how IMMERSIVE the control felt.  
1.
- c. Rate on a scale of 1-5 how EASY TO USE the control was.  
1.
- d. Rate on a scale of 1-5 how COMPETENT you felt using this control.  
1.
- e. Rate on a scale of 1-5 how COMFORTABLE the control felt.  
1.
- f. Rate on a scale of 1-5 how INTUITIVE the control felt.  
1.

#### 2. Type "Handle Bars"

- a. How did it feel?  
1.
- b. Rate on a scale of 1-5 how IMMERSIVE the control felt.

- 1.
- c. Rate on a scale of 1-5 how EASY TO USE the control was.  
1.
- d. Rate on a scale of 1-5 how COMPETENT you felt using this control.  
1.
- e. Rate on a scale of 1-5 how COMFORTABLE the control felt.  
1.
- f. Rate on a scale of 1-5 how INTUITIVE the control felt.  
1.

### 3. Type “Levers”

- a. How did it feel?  
1.
- b. Rate on a scale of 1-5 how IMMERSIVE the control felt.  
1.
- c. Rate on a scale of 1-5 how EASY TO USE the control was.  
1.
- d. Rate on a scale of 1-5 how COMPETENT you felt using this control.  
1.
- e. Rate on a scale of 1-5 how COMFORTABLE the control felt.  
1.
- f. Rate on a scale of 1-5 how INTUITIVE the control felt.  
1.

### 4. Brakes

- a. How did braking feel?  
1.

- b. Did you brake at any point during your playthrough?  
1.
- c. Were you expecting to have the ability to brake?  
1.
- d. Do you think you fared by braking or not braking during your playthrough?  
1.

### **Goals & Augments**

- 1. What did you think of the map you just played?
  - a. Were the goals clear?  
1.
  - b. Did you know where you were going?  
1.
- 2. What did the yellow and pink pads denote to you? (Note: programmer art)
  - a. What did you observe they did?  
1.
  - b. When did you realize what they did?  
1.
  - c. How did you use them in your strategy of playing the game?  
1.

### **AI Buggies**

- 1. Rate on a scale of 1-5 how much you noticed other buggies/players.  
1.
- 2. Can you talk about the feeling of competition in your playthrough?  
1.
- 3. What was your strategy in racing other buggies?

1.

### **UI/HUD**

1. What information did you see when you were playing the game?
  - a. Which information was important/not important to you?
    - 1.
  - b. How much did you look down at your bike?
    - 1.
  - c. Did you notice the dashboard?
    - 1.
  - d. Was the dashboard understandable?
    - 1.

### **VR Experience / Nausea**

1. What's your experience with VR?
  - a. How many times have you participated in VR experiences?
    - 1.
  - b. (If mentioned) Can you talk about playing VR games?
    - 1.
2. Have you felt nausea in VR before?
  - 1.
3. Can you talk about what caused it?
  - 1.
4. Can you talk about motion sickness in your playthrough?
  - 1.

### **Buggy 100**

1. What's your experience with Buggy?
  1.
    - a. Have you been in a Buggy?
      - 1.
    - b. Have you seen a Buggy race?

- 1.
2. Did this game connect with Buggy for you?
  - 1.
3. Was the connection readable?
  - 1.
4. What would you have added or taken away to make that connection even more readable?
  - 1.

### **Post Playtest Thoughts**

- Length: short, felt like right amount
- Make the player smaller
- How much of this should be experience vs game
- Instead of translating, rotating to a certain degree?
- Always going forward?
- Ask a buggy driver how it feels?