



# *Wall Evader*

*Game User Research  
Portfolio*

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## Game Overview

Wall Evader is an adventure-based 2D platformer with a side view in which the player must run from a moving spiky wall. While the player is running from this wall, they will need to dodge numerous hazardous objects like saws, spikes, and open pits that lead to death. The player's main objective is to collect a set number of coins, usually 10, to open a door that will lead them to the next level. If the player picks up any coin, it will push the wall that is chasing them back a little bit giving the player some breathing room.

## Research Goals and Purpose

The purpose of this research is to understand how players interact with my game and see if understand the primary objective. Making sure that any player can come into Wall Evader and learn the main mechanics with ease will show me that any player properly understands the game. Some key points that need to be taken from this research do players understand the mechanics, are levels too difficult for the average player, is something not explained properly, and so on. Primary research questions that are trying to be answered for this study are what challenges do players face, do players prefer a certain type of pacing, and lastly did players understand the objective. As such, this research mainly surrounds how the player plays the game, understanding what decisions they make and how they feel about the game in the early stages.

## Methods

Observation:

*Observation involves an instructor watching over play testers and taking notes about everything that is happening during the session. Instructors should avoid talking to play testers and time code everything so that it's easier to go back after the session is over.*

Players will be observed playing out all the levels in the current build. Since there are only a few numbers of levels to be tested the playtesters will go through each level at least 3 times just to get better data. An observer will take notes on how the player's pacing changes throughout the level, how the player interacts with the UI, and see if the player understands the basic mechanics like jumping, coin collecting, and so on. An observer will also focus on how many times the player dies in some levels preferably the easier levels since that is where the player is learning the game.

Survey:

*Survey is a set of questions that the participant will answer after playing the game for a certain amount of time. This is a digital form of a survey where the participant is given a link to answer to given questions.*

Players will be given a link to take the survey after their session of the game is complete.

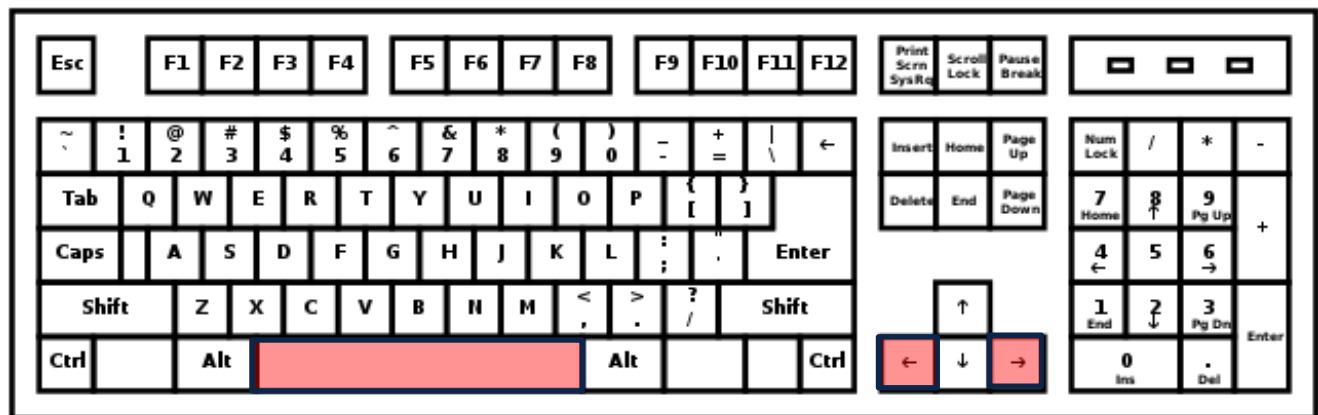
Questions will ask about the player's experience and how they felt about the length of each level.

Participants will also be asked about certain aspects of the game for example how did you feel about the moving saw was it too fast or too slow? Some things questions in the survey will require the participants to write a sentence or two to get a deeper explanation of the game.

## Game Controls

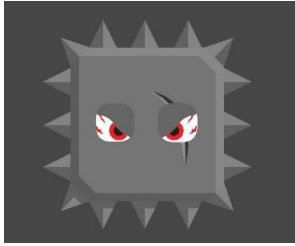
Wall Evader is played on PC only and use PC controls only.

- Spacebar allows the player jump
- Left arrow key allows the player to move left
- Right arrow key allows the player to move right
- Double tap spacebar allows the player to double jump

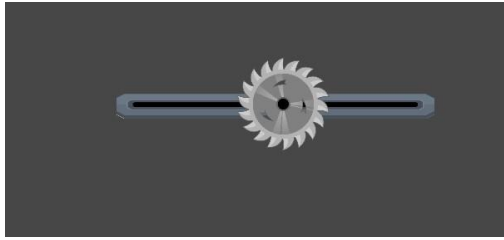


## Visual Reference Index

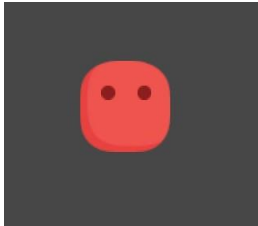
**Wall:**



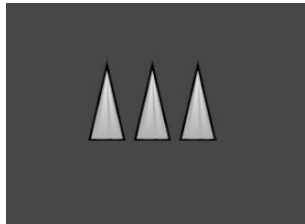
**Saw:**



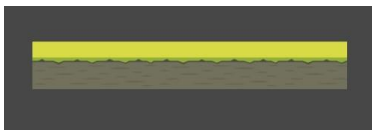
**Player:**



**Spike:**



**Platform:**



**Moving platform:**



**One-way platform:**



**Coin:**



## Survey Questions

1. First name
2. Please provide your current age with a numerical value (ex. 18, 22, 38....)
3. Please specify the gender you identify with. You may select more than one option.
4. Please specify the race or ethnicity you identify with. You may select more than one option.
5. How would you describe your experience playing this game?
  - a. Short answer
6. Was there anything confusing about the game? If so, please explain why.
  - a. Short answer
7. Did the game feel challenging at any point? Please explain why or why not.
  - a. Short answer
8. At what pace did you play the game (slow, normal, fast, very fast etc.) Please explain why you played this way.
  - a. Short answer
9. How fast did the wall move?
  - a. 5-point scale ("Way too fast" to "Way too slow")
10. Level 2 was:
  - a. 5-point scale ("Way too short" to "Way too long")
11. Level 3 was:
  - a. 5-point scale ("Way too short" to "Way too long")
12. Level 4 was:
  - a. 5-point scale ("Way too short" to "Way too long")
13. Level 5 was:
  - a. 5-point scale ("Way too short" to "Way too long")
14. Level 6 was:
  - a. 5-point scale ("Way too short" to "Way too long")
15. Was player movement smooth?

a. Yes/No

16. How useful was double Jump?

a. 5-point scale (“Very useful” to “Way too useless”)

17. Should the coins push back the wall less?

a. Yes/No

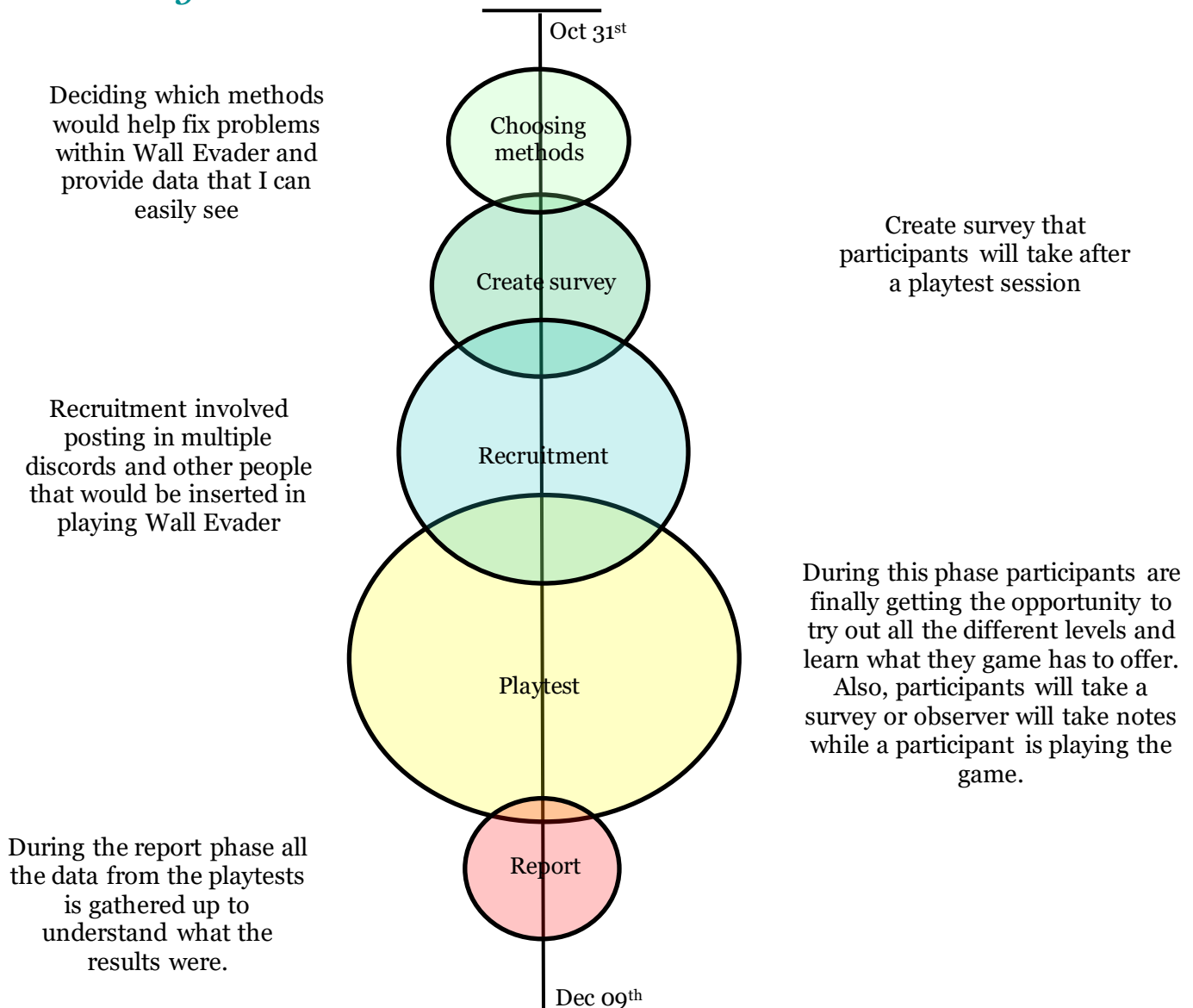
18. Should future levels require additional coins to collect? (15, 20 etc..)

a. Yes/No

19. How fast was the moving saw?

a. 5-point scale (“Way too fast” to “Way too slow”)

## Testing Schedule



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## Participants

When picking participants for each study (observations/surveys) it was about who was interested in playing the game. With that in mind, I got a lot of different types of players some players knew how to play 2D platforms while others never played a 2D platform game before. Most playtest were also taken on online, so which allowed me to participate from all around the world and get some interesting thoughts from all different kinds of people. I recruited all participants using discord, Microsoft teams, and other types of social media where I can find big groups of people.

## Observation Notes

Participant 1:

**Date:** November 21, 2022

**Time:** 2:42 pm

**Where:** On discord

**Game:** My 2D platformer for game dev

**Participants name:** Ryan

### Observation session notes:

- Participant pushes play instantly 2:44
- Use one hand to play game 2:44
- Participant died on level 3 at least 3 times
- Playing at a fast pace 2:46
- Struggling to get pass the moving saw on level 6:46
- Complained that he did hit the spikes 2:47pm
- Is getting frustrated on with the last segment of level 6 2:47
- Has died multiple times on level 6 2:47
- Beat level six 2:48
- Still is using one finger to control the character 2:49
- Beats level 1 – 5 without dying at all 2:49
- Doesn't die on level 6 after as much 2:51
- Gets impactite towards the end of level 6 2:52
- Double jumps a lot throughout levels 2:53
- Opens pause menu with ease 2:54
- Clicks on quit 2:54

Participant 2:

**Date:** November 22, 2022

**Time:** 5:28 pm

**Where:** On discord

**Game:** My 2D platformer for game dev

**Participants name:** Trae

### Observation session notes:

- Turned down the volume below half 5:29



- Pushes play instantly 5:30
- Completed lvl 1 without dying 5:32
- Got confused with the extra space under platformer 5:31
- Keeps trying to jump over the wall that it's chasing him 5:31
- Completed lvl 2 5:32
- Ask if he can triple jump 5:33
- Completed lvl's 3,4 and 5 without dying at a fast pace 5:36
- Gets surprised how fast the wall is on level 6 5:37
- Continues to run into wall on purpose 5:38
- "Bro, why can't I double jump" 5:39
- Skipped 2 coins 5:40
- "Why didn't the door open" 5:40
- Missed multiple coins on the 8<sup>th</sup> level due walls pacing 5:41
- Restarts game to do a speed run 5:41
- Figure out a shortcut on level 2 5:43
- Getting frustrated since he keeps missing the moving first moving platform on level 6 5:43
- Quit the game 5:44

Participant 3:

**Date:** November 25, 2022

**Time:** 10:00 am

**Where:** On discord

**Game:** My 2D platformer for game dev

**Participants name:** Wesley

#### **Observation session notes:**

- Goes to the option menu 10:00
- Adjust the volume to a lower setting 10:00
- Double jumped instantly without any signs 10:02
- Collect all 10 coins without dying in level 1 10:03
- Died to the wall in level 2 instantly 10:05
- Jumped over a spike knowing it was dangerous 10:06
- Jumped over a coin at level 2 10:07
- Went back to get coin 10:07
- Retrieved coin/beat level 2 10:08
- Went through level 3 without dying 10:10
- Jumped onto and off moving platforms in lvl 4 10:11
- Beat lvl 4 without the wall being nowhere in sight 10:12
- Instantly avoid moving saws 10:13
- Paused game to drink water 10:15
- Went to options 10:15
- Turned the volume up a little bit 10:16
- Beat lvl 5 without dying to wall or saw 10:17
- Died instantly in lvl 6 due to the walls speed 10:17
- Died 3 times due to missing the fast-moving platform 10:18
- Got passed the fast-moving platform and saw 10:21
- Completed the rest of lvl 6 without dying 10:22
- Opened the pause menu 10:22
- Clicked Quit 10:23

Participant 4:

**Date:** November 26, 2022

**Time:** 6:00 pm

**Where:** On discord

**Game:** My 2D platformer for game dev

**Participants name:** Logan

**Observation session notes:**

- Went straight to play 6:00 pm
- Beat lvl 1 at a fast pace without dying 6:02pm
- Beat lvl 2 at a fast pace as well without dying 6:04
- Paused the game 6:05
- Turned the volume below halfway 6:05
- Resumed the game 6:05
- Died due to the wall being to close 6:06
- Completed lvl 3 with no other problems 6:07
- "This game is a breeze" 6:07
- Kept jumping off the moving platforms instead of waiting 6:09
- Completed lvl 4 6:10
- Dodge both saws with no problems 6:12
- Completed lvl 5 5:13
- Died instantly to the moving wall 5:14
- Said yeah, ok after dying 5:14

Participant 5:

**Date:** November 29, 2022

**Time:** 5:28 pm

**Where:** ROM

**Game:** My 2D platformer for game dev

**Participants name:** Hosly

**Observation session notes:**

- Open the options menu 5:29
- Muted all the audio 5:29
- "Collect remaining coins 10" 5:30
- Completed lvl 1 without dying 5:31
- "Oh spikes" 5:32
- Dodge all the set of spikes with no problem 5:33
- Completed lvl 2 no deaths 5:33
- "Double jump feels good" 5:34
- Continues to double jump extensively while completing lvl 3 5:36
- Completed lvl 3 no death 5:36
- Stayed on a moving platformer for a moment 5:37
- Instantly jumped onto another moving platformer without out waiting for it to get closer 5:37
- Completed lvl 4 no deaths 5:38
- Dodged both saws with ease 5:39
- Completed lvl 5 with no deaths 5:39
- Died after just starting the lvl 6 due to the wall moving faster 5:40
- Struggle jumping onto a moving platform that moved faster than others 5:41
- Died while trying to jump over saw 5:41
- Died to the wall 2 more time 5:42
- Made it pass the saw 5: 42

- Waited a little bit longer for a moving platformer to get closer 5:42
- Jumped onto moving platformer 5:42
- Waited on the moving platform while collecting coins 5:43
- Made it passed the final spikes with ease 5:43
- Completed lvl 6 5:44
- Open pause menu 5:44
- Quit game 5:44

## *Playtest Report*

Founded Issues:

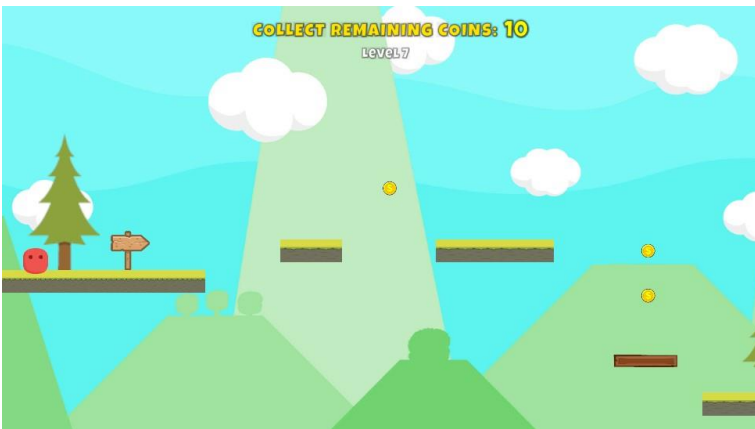
- Coin placement
- Saw speed
- Player movement slippery/too fast
- Basic platforms

Positives:

- Participates enjoyed the face pace feel of the game
- Liked all the different types of objects (moving platforms, one-way platforms etc.)
- Movement was good
- Double jump was useful

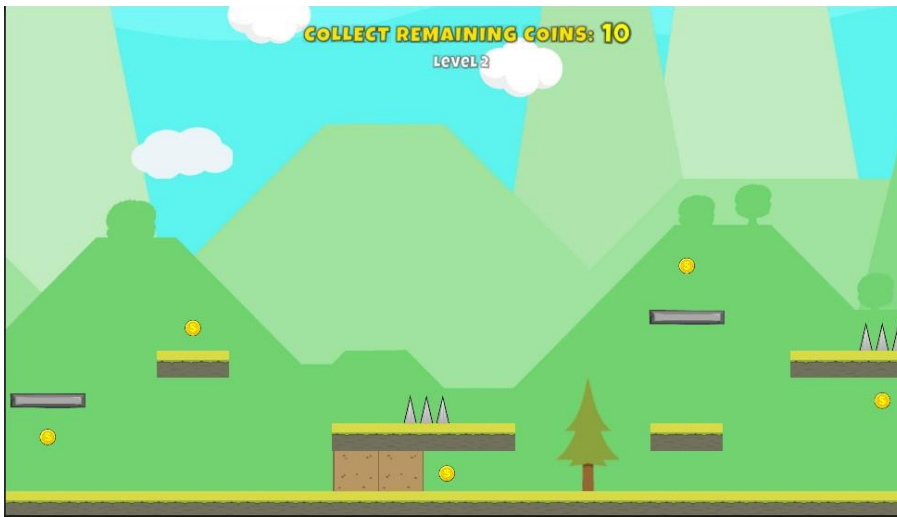
Basic platforms:

When players jumped onto a basic platform and tried to jump off that platform, they wouldn't be able to jump or sometimes they would triple jump. This issue was because the platform object wasn't tagged as ground. This issue had players confused and frustrated whenever it happened.



Coin placement:

When players are moving fast, they would tend to forget about the coins possibly miss one or two. They would then get frustrated that they can't go back and get the other coins since they can't get passed the wall. Possibly making it so that there are extra coins for the player can collect would be a preferred change.



Saw speed:

Players would have little to zero problems dodging the saw. Even when the saw was faster in a later level player will still dodge it with no problem. Possibly change for this would be to think more about the saw placement and possibly make it a bit faster.



Player movement slippery/too fast:

Whenever the player moved around the environment, they would slip off other platforms instead of sticking to them. This made it hard to jump onto other platforms at a fast pace. Players would tend to get frustrated because they can't stay on a single platform properly. The solution to this was to take away the friction on the player and tone down the speed of the player.



*Survey Results (Separate document):*