

Mimic Hunt

Playtest Report

Session 1 – 04/12/24

Protocol

- Groups of 4 people
- Playing in 2 different rooms
- Playing the game normally, as they would discover it
- Using proximity voice chat
- Asked to fill a questionnaire

Data collection

- 16 participants
- 20 questions
- Each individual session was recorded
- Emotion wheels
- Logs for Léo
- Games lasted for about 3 to 4 minutes (no clear average was calculated yet, it's an approximation)
- **THE BIG TABLE**

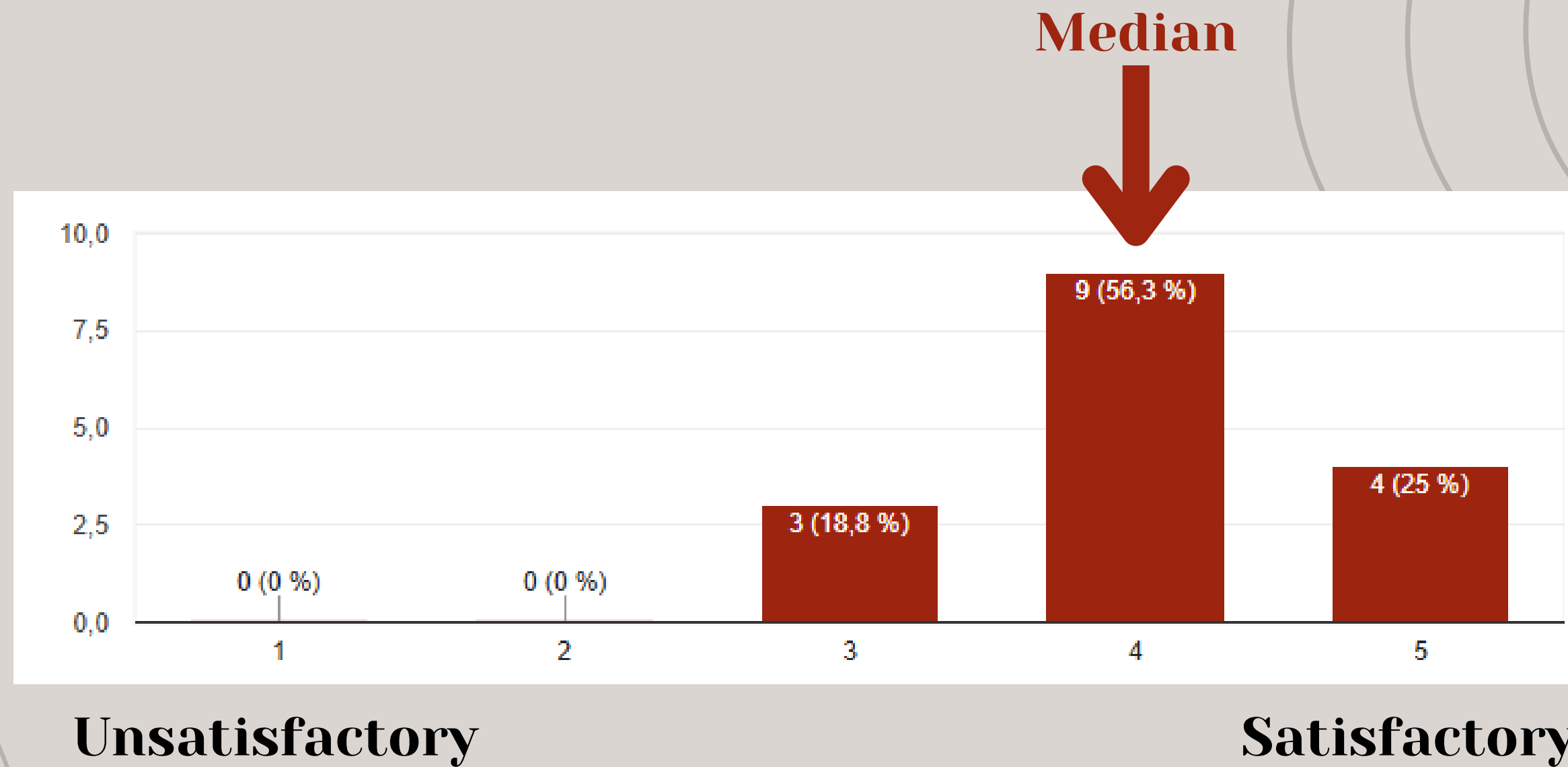
Questions were about...

- Rooms layout
- House scale
- Hallways scale
- Feeling lost ?
- Player moving speed
- Mimic strenght
- Mimics moving speed
- Gun power
- Intuitiveness of controls
- Aiming weak points

- Teamwork
- Motion sickness
- Communication
- Sound ambiances
- Identifying rooms
- Lighting appreciation
- Lighting vs. darkness
- Fear
- Fun
- Frustrations

Data Analysis

Rooms layout was...

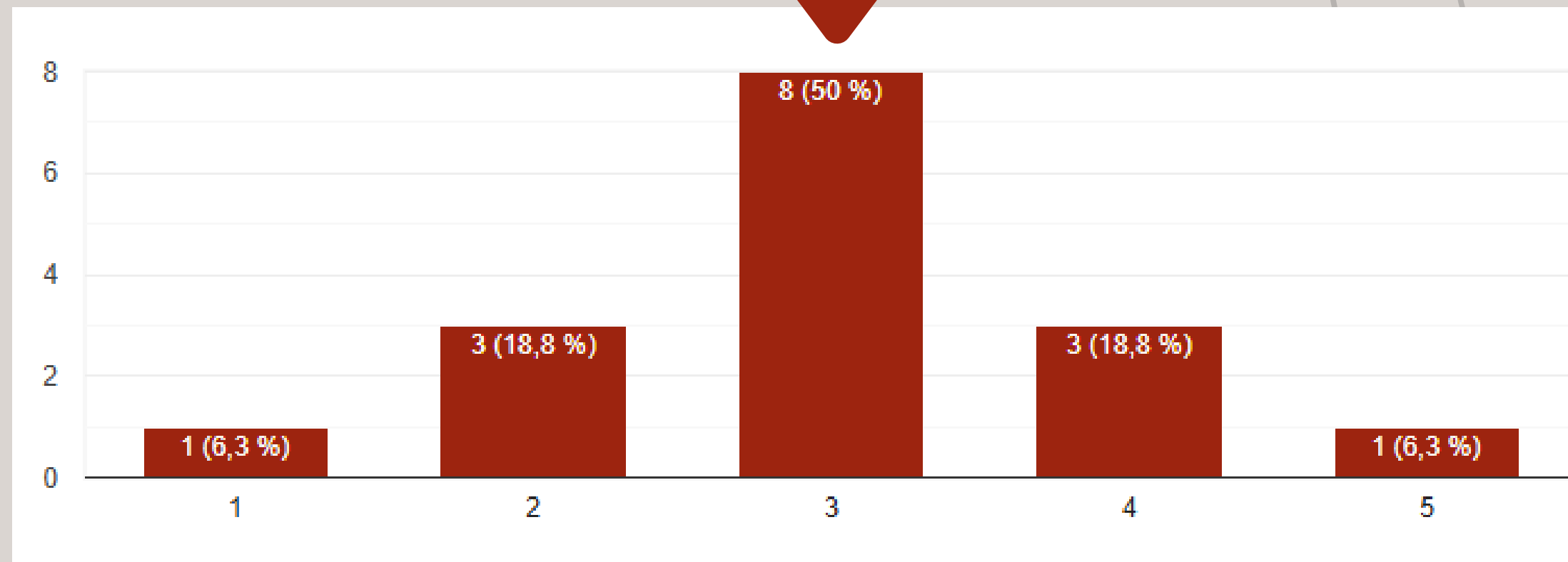


Rooms layout

- Overall, testers **like the rooms layout** !
- It's natural, plausible and consistent to most people
- **Another way to reach the upstairs** level is requested

House scale was...

Median



Too small

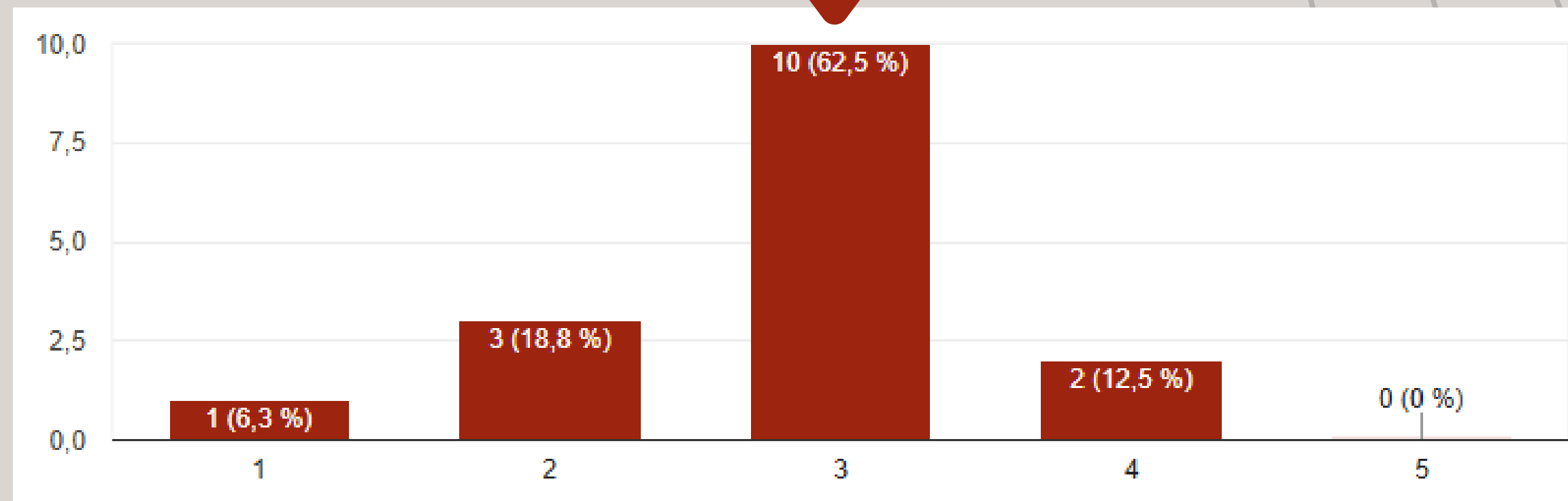
Too large

House scale

- Overall, the **scale of the house feels good** to testers
- It's like a perfect gaussian curve, with divergent opinions
 - If they thought it was **too large**, it's associated with the **feeling of rooms being empty**
 - If they thought it was **too small**, it was because it was mentioned it was **a bit difficult to move around** with other players in the same room, due to **collisions** with players being **too big**

Hallways scale was...

Median



Too small

Too large

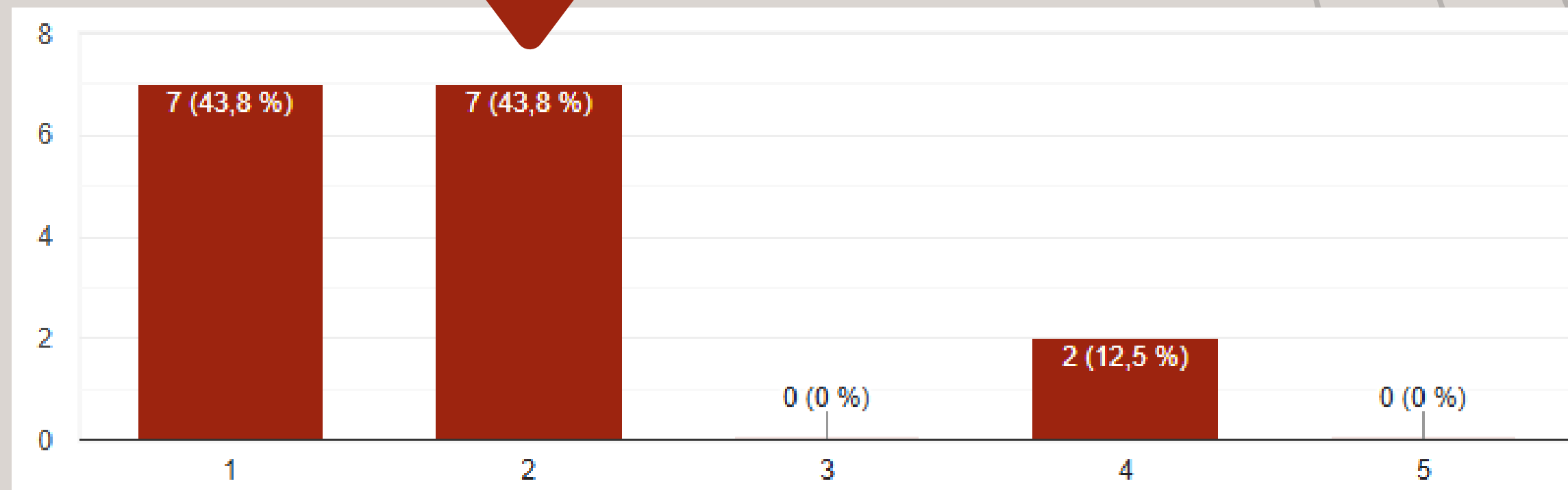
Hallways scale

- Overall, the **scale of the hallways feels good** to testers
- Feedbacks similar to the house scale ones
- Numerous instances of testers feeling it's **a kinda difficult to cross the path of another player**
- **Staircase might be too tight** for 2 players to use it

=> **Colliders of players** could be **reduced** or **hallways** could be **slightly larger**

Did you feel lost ?

Median



Not at all

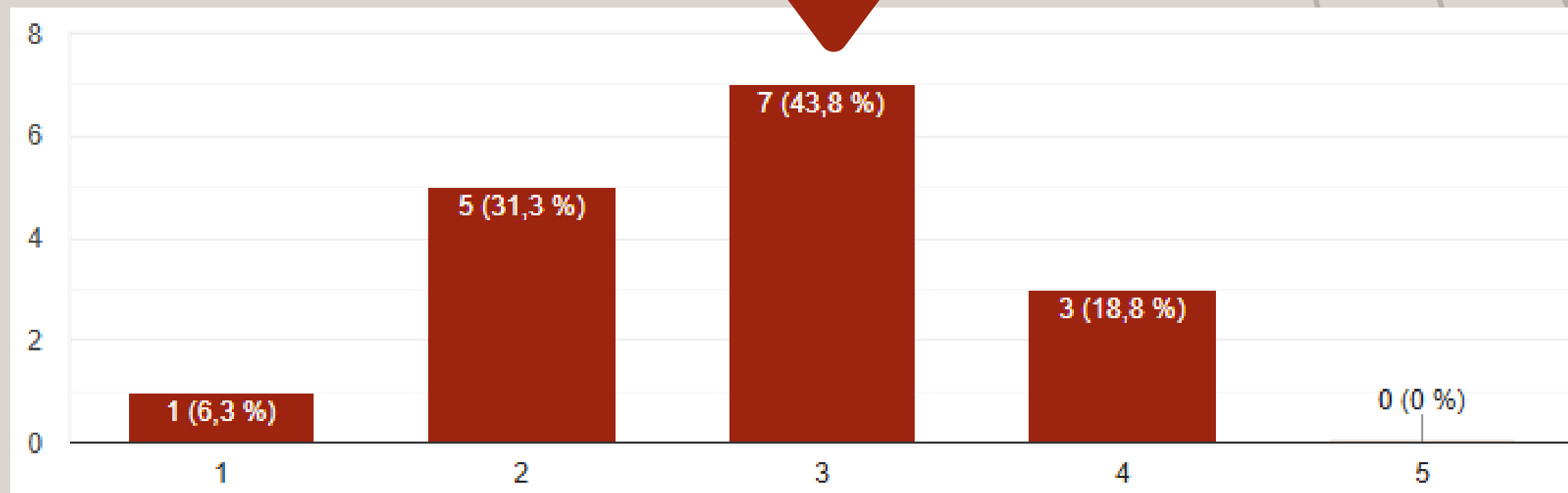
Completely

Feeling lost ?

- Testers **do not feel lost** in the house
- If they did it was **minor**, and **attenuated after playing their first game**
- Due to the fact that the house is quite small
- Players **quickly ran into each other** if they tried to split up

Moving speed was...

Median



Too slow

Too fast

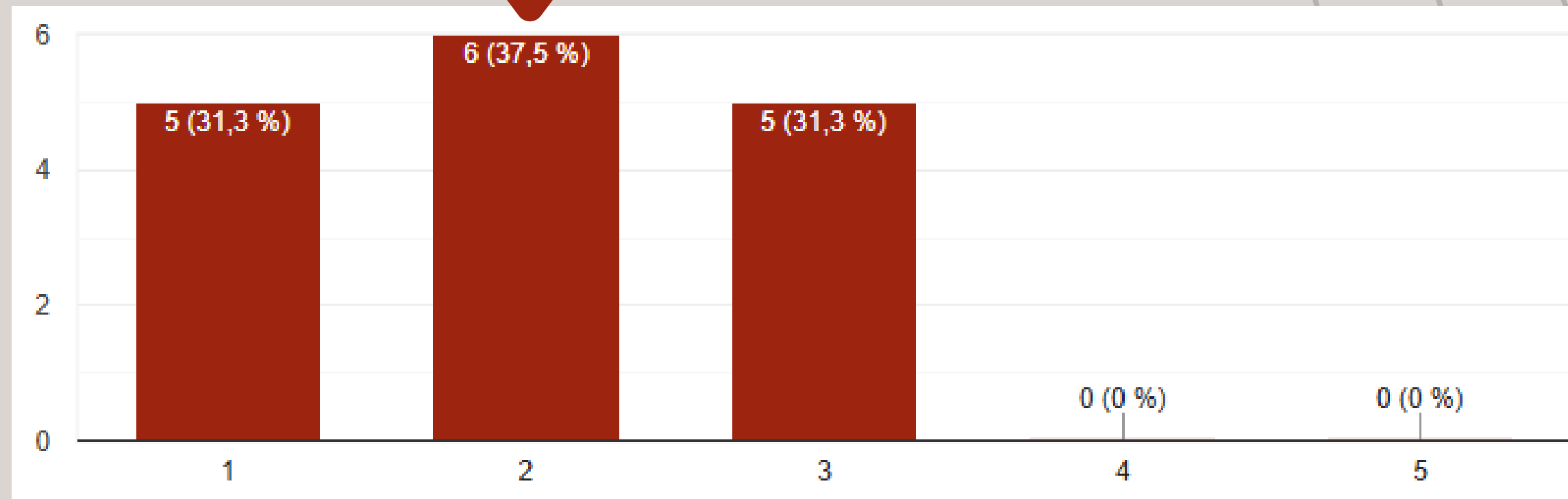
Moving speed

- It was **fine for most players**
- We need to keep in mind that **gaussian curves like this can be tricky**, especially with a low number of participants, since some players think it's too, fast, others think it's too slow
- Quite a few people **felt "heavy"**

=> It's a game design choice, being **slower** might put the **emphasis on the horror side**. Being **faster** could make the game more **dynamic like a classic shooter**

Mimics were...

Median



Too weak

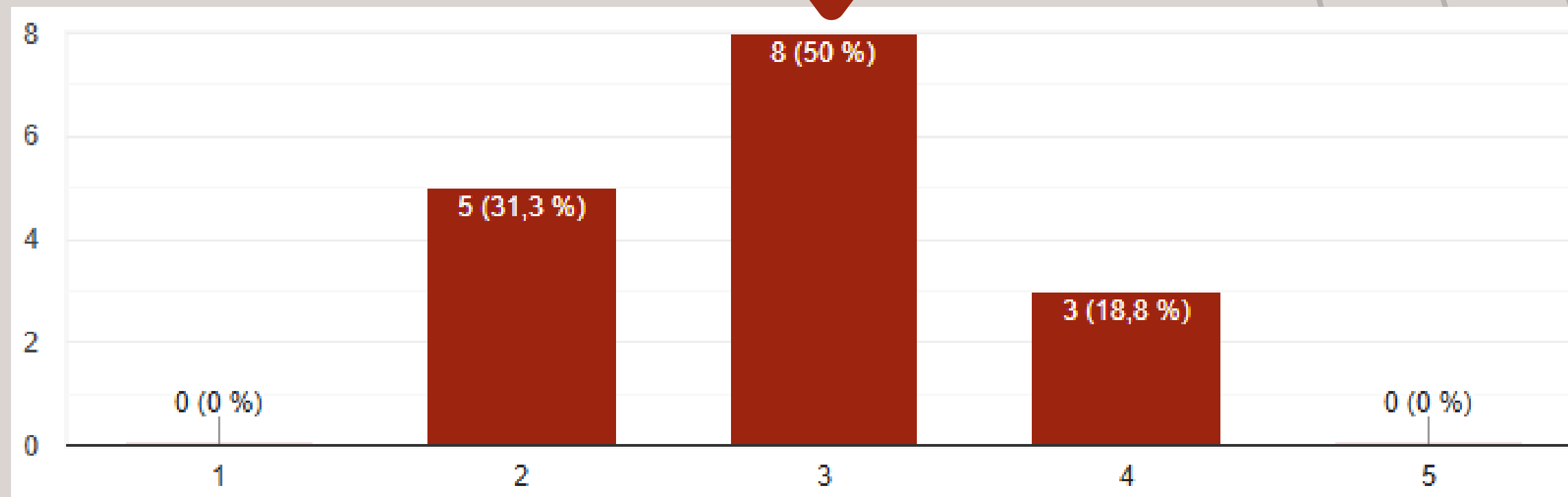
Too strong

Mimic strenght

- Overall, testers **didn't feel in a lot of danger**
 - **"I was a hunter and never a prey"**
- Their behaviours are **easy to anticipate**
- **Lacks of feedbacks** for the **hits**, making it a bit **difficult** for some players to **know if they had an impact on mimics**.
- **Coop aspect** to kill the mimics **comes across**

Mimics move...

Median



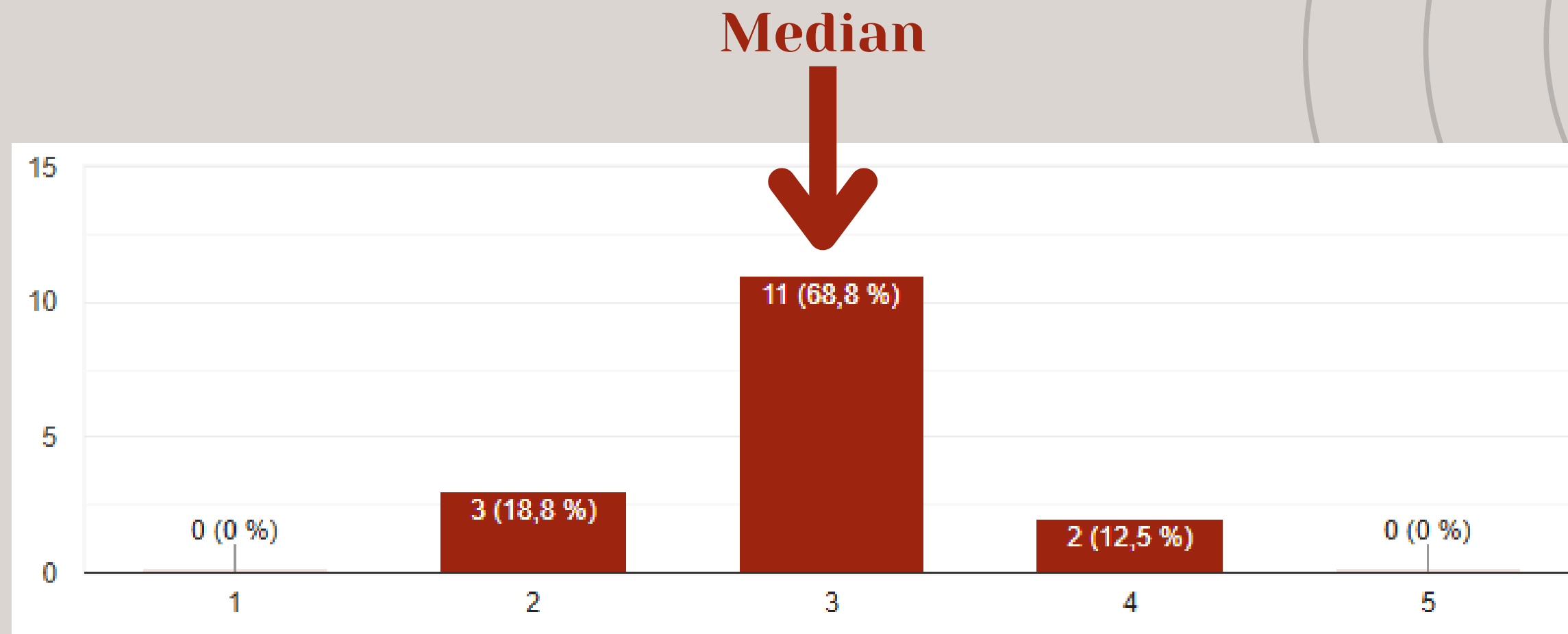
Too slow

Too fast

Mimics speed

- Overall, testers **felt like mimics speed was right**
- Still, written feedbacks tend to **suggest they're a bit slow**
- They **stop for long periods**
- They take a **lot of time to attack**
- They are **easy to trap**

Gun feels...



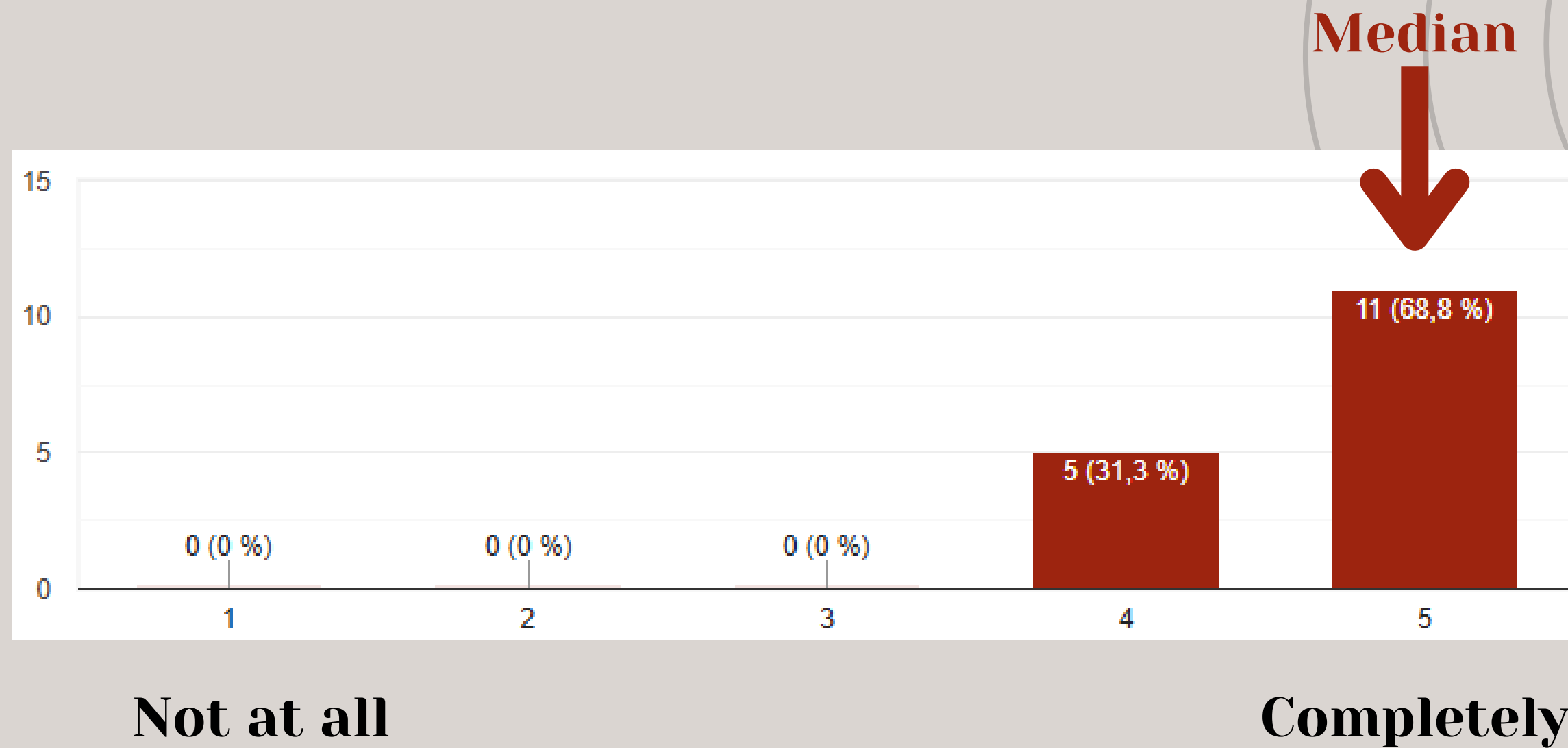
Too weak

Too strong

Gun strenght

- In terms of damage, weapon **feels good to testers**
- Feedbacks on whether **mimics are hit or not are overall lacking**/not being juicy enough
- Players **do not really understand if they deal good damage or not**
- Written feedbacks more related to the fact that mimics felt too weak or too strong.

Are controls intuitive ?

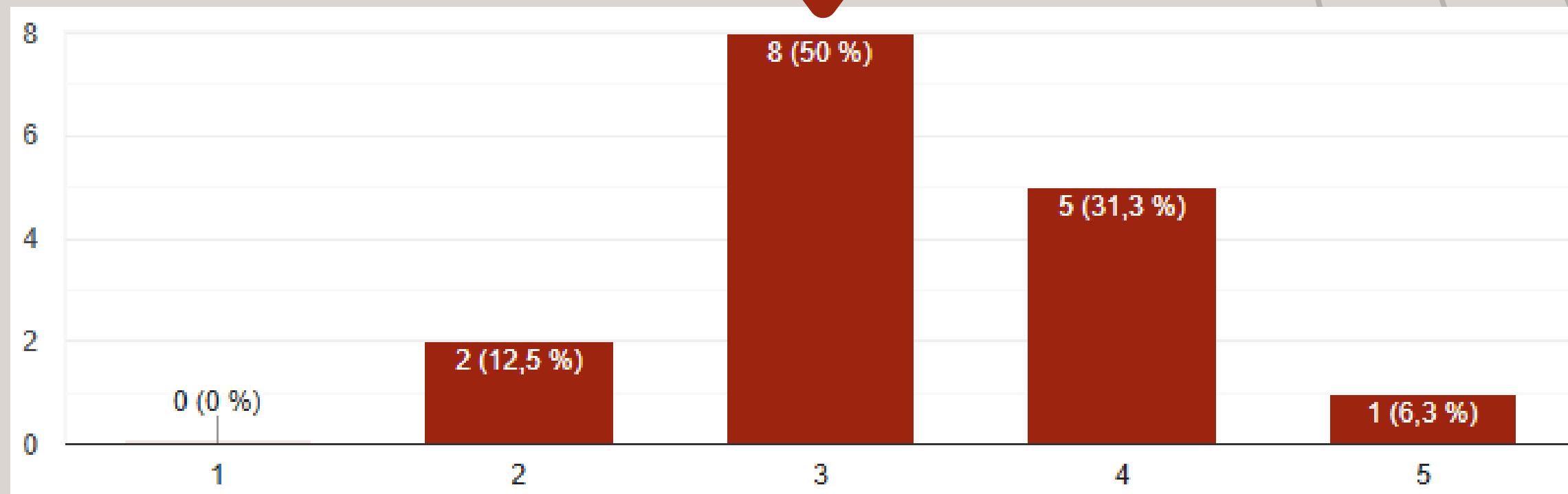


Controls

- **Melee attack** was suggested
- **Mouse sensitivity** couldn't be tweaked

Aiming for weak points is...

Median



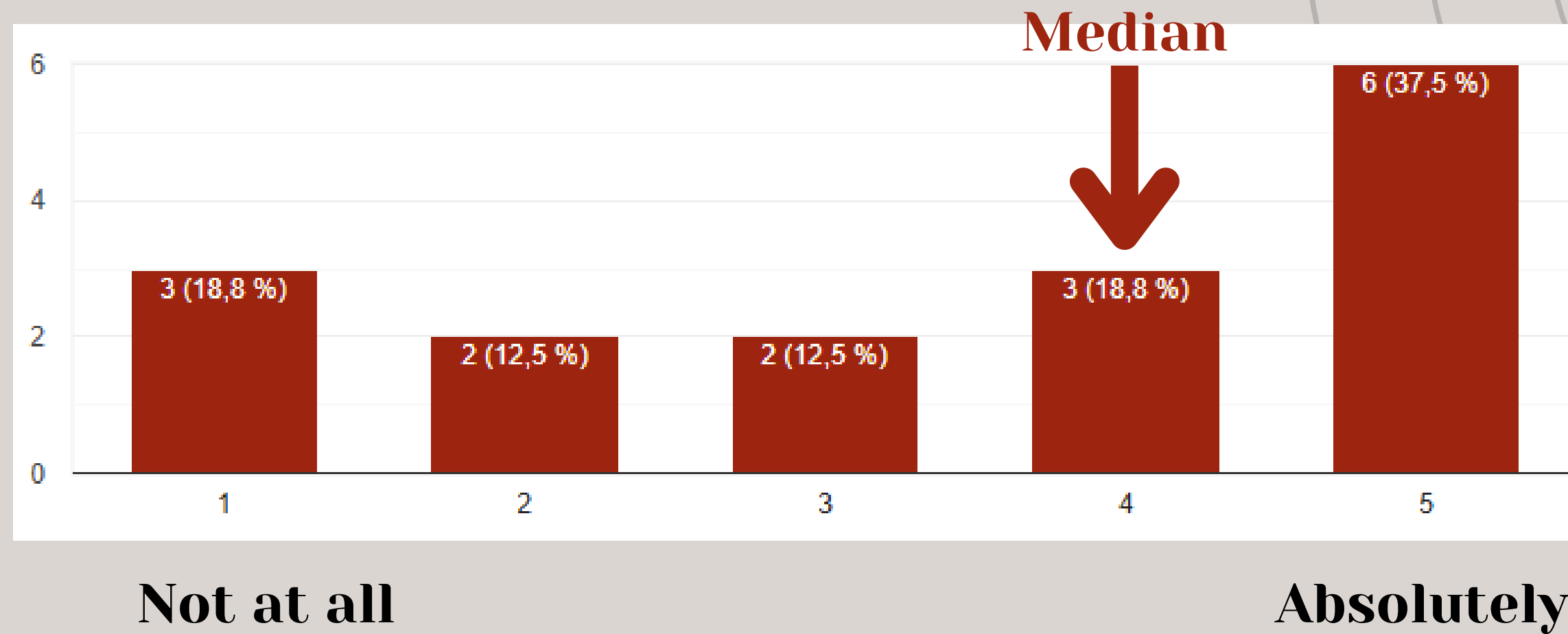
Too easy

Too hard

Aiming at weak points

- Quite a few people **didn't notice there were weakpoints**
 - Lack of **feedbacks (can't tell if they were hit)**
 - Lack of **signs** (simply didn't notice there were weak points)
 - Their **color might be harder to distinguish** with a **fully decorated environment** => custom color ?
- Those who noticed them though **overall that they were good**, providing a **balanced challenge**

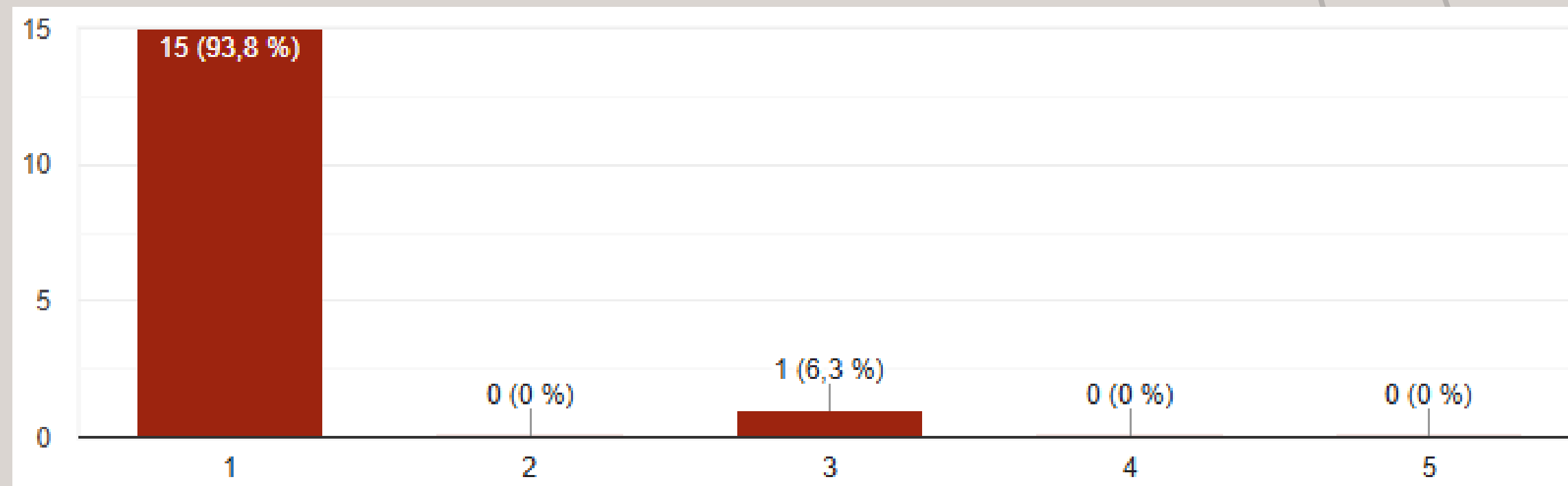
Is teamwork useful ?



Aiming at weak points

- The graph suggests that overall, people **don't feel enough danger**
- They **do not really feel they should rely on their teammates** a lot to kill mimics
- We're **not quite on par with the "mid to hardcore"** experience we want to create
- Quite a few playtesters felt like they could **easily handle mimics without the help** of their teammates

Felt motion sickness ?



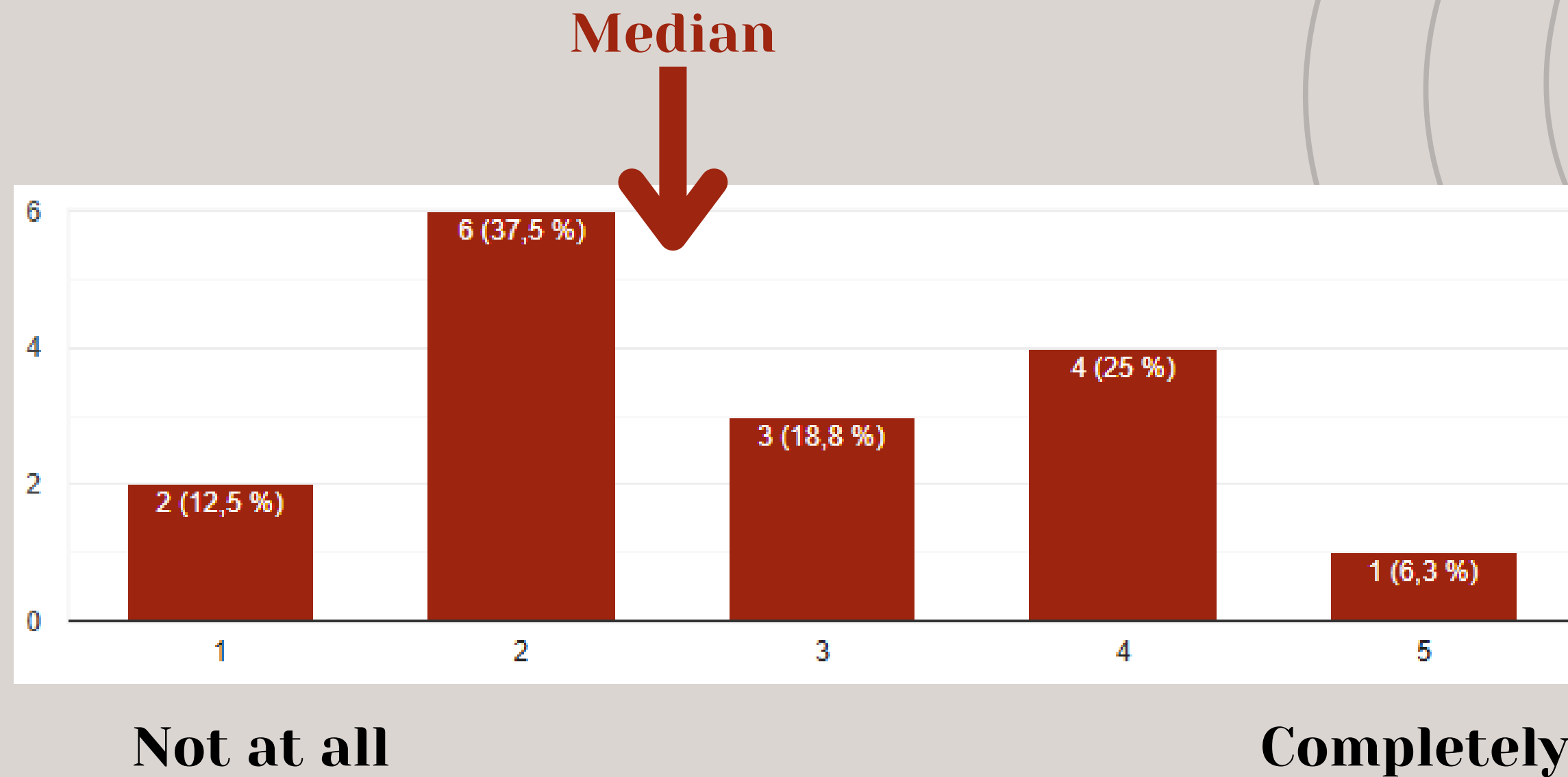
Not at all

A lot

Motion sickness

- In current state, the game doesn't cause motion sickness
- Need to be cautious about this data, because people didn't play long enough

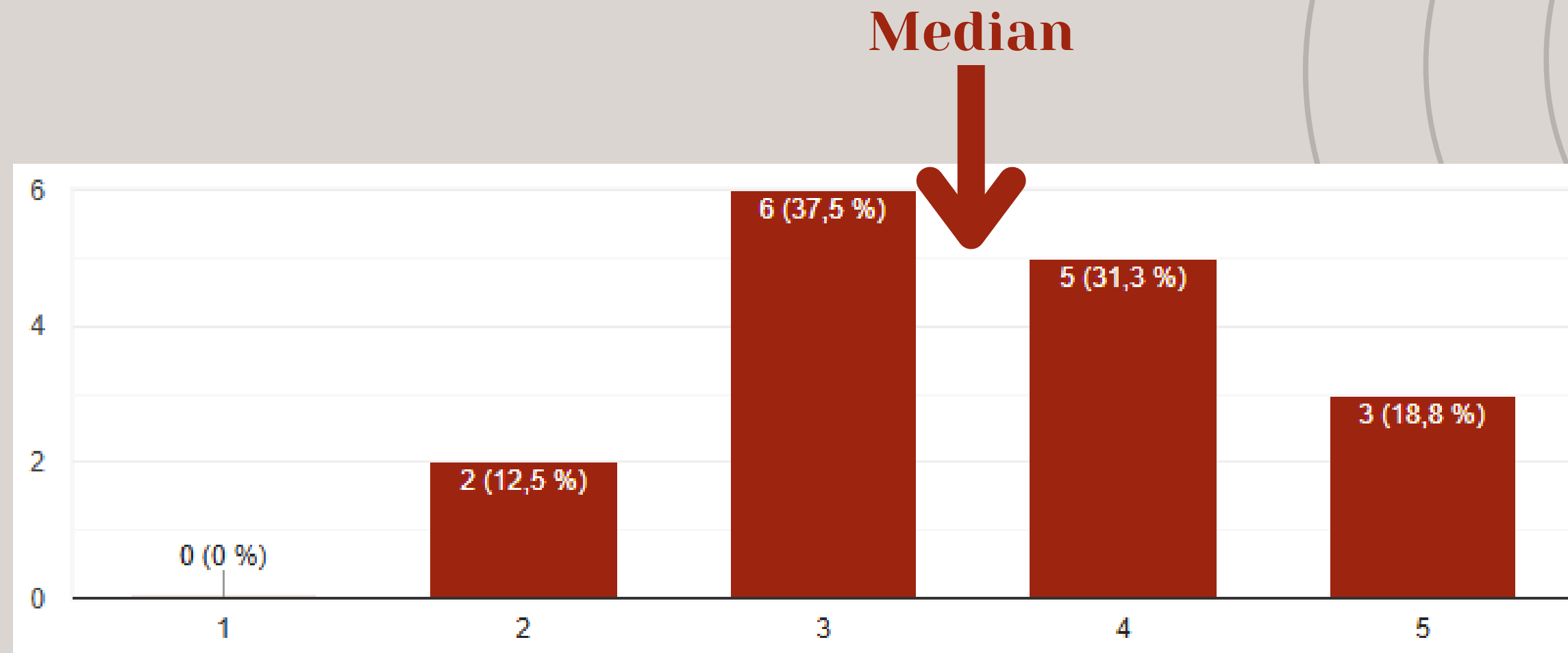
Could you communicate easily ?



Communication

- This data is **VERY UNLIKELY** not to be trusted
- Communication **issues came from the playtest setup itself**
- It needs to be **retested** in better conditions
- But, overall, testers felt like **voice attenuations** do not feel very clear (either feeling too strong, or muffled. It can totally be due to mic quality)

Did you enjoy sound ambiences ?



Not at all

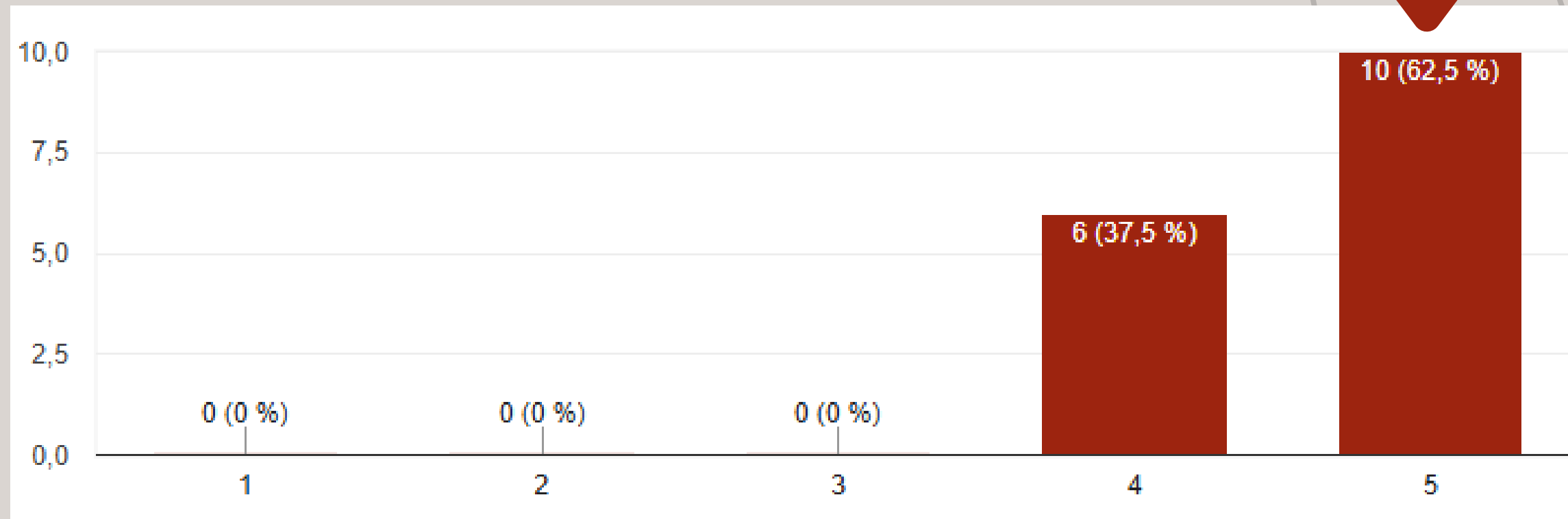
Absolutely

Sound

- Mimics could **feel scarier**
- Ambiences **aren't really felt** (again, the setup is probably the issue)
- People would like to **hear more noise coming from the house**
- Attention of players is obviously shifted towards lots of other things, even more when it's your first time playing
- ***"Really cool, it really feels like a grandparents' house where you're not entirely comfortable."***

Were you able to identify the rooms ?

Median



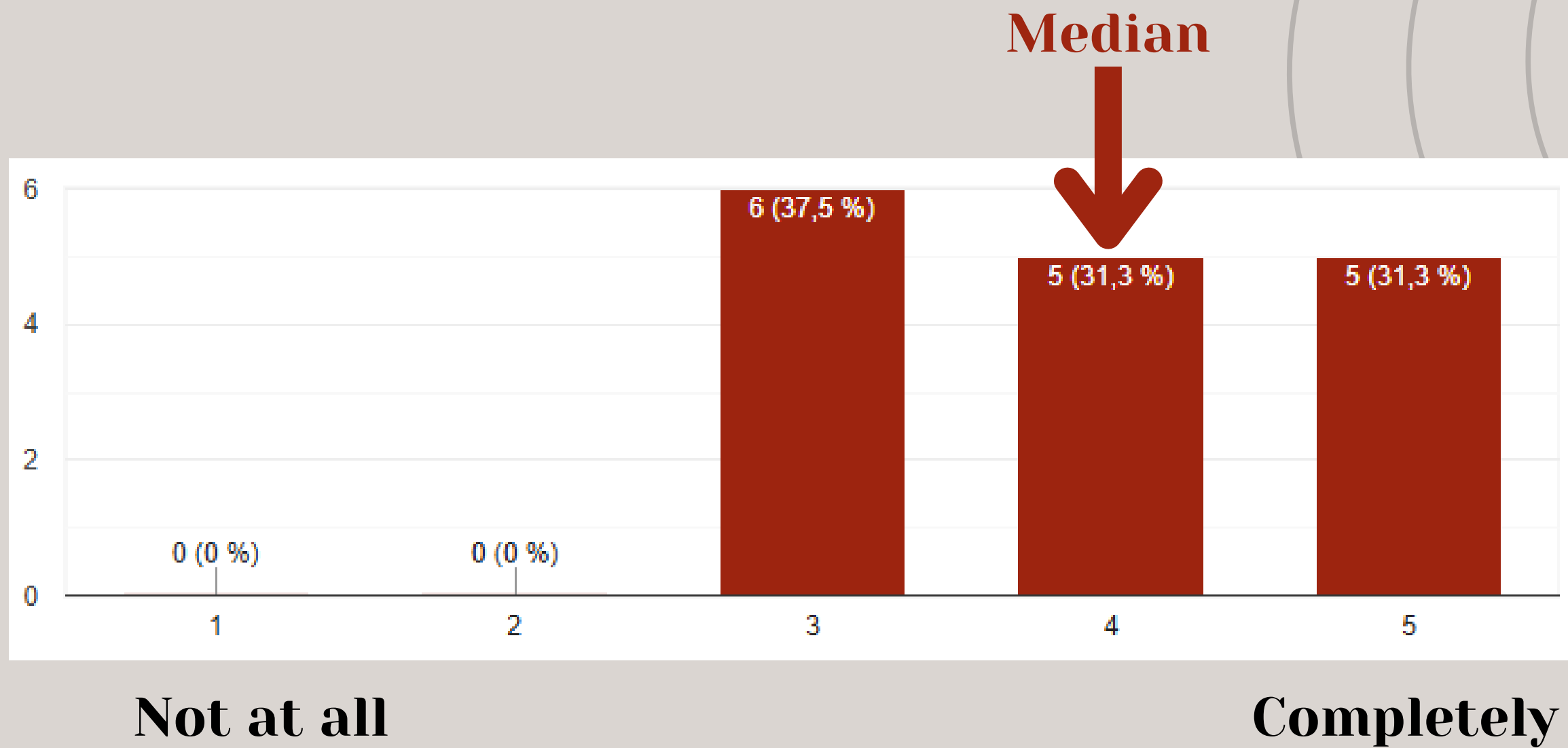
Not at all

Completely

Rooms identification

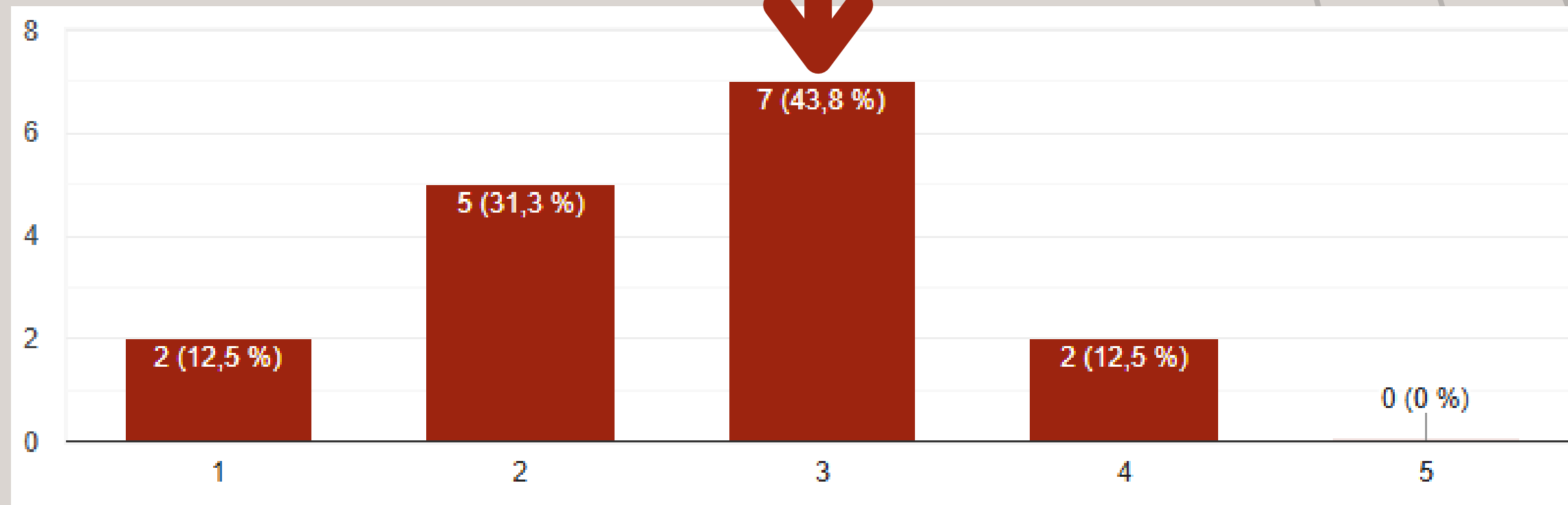


Did you enjoy the lighting ?



Would you prefer no light in the house ?

Median



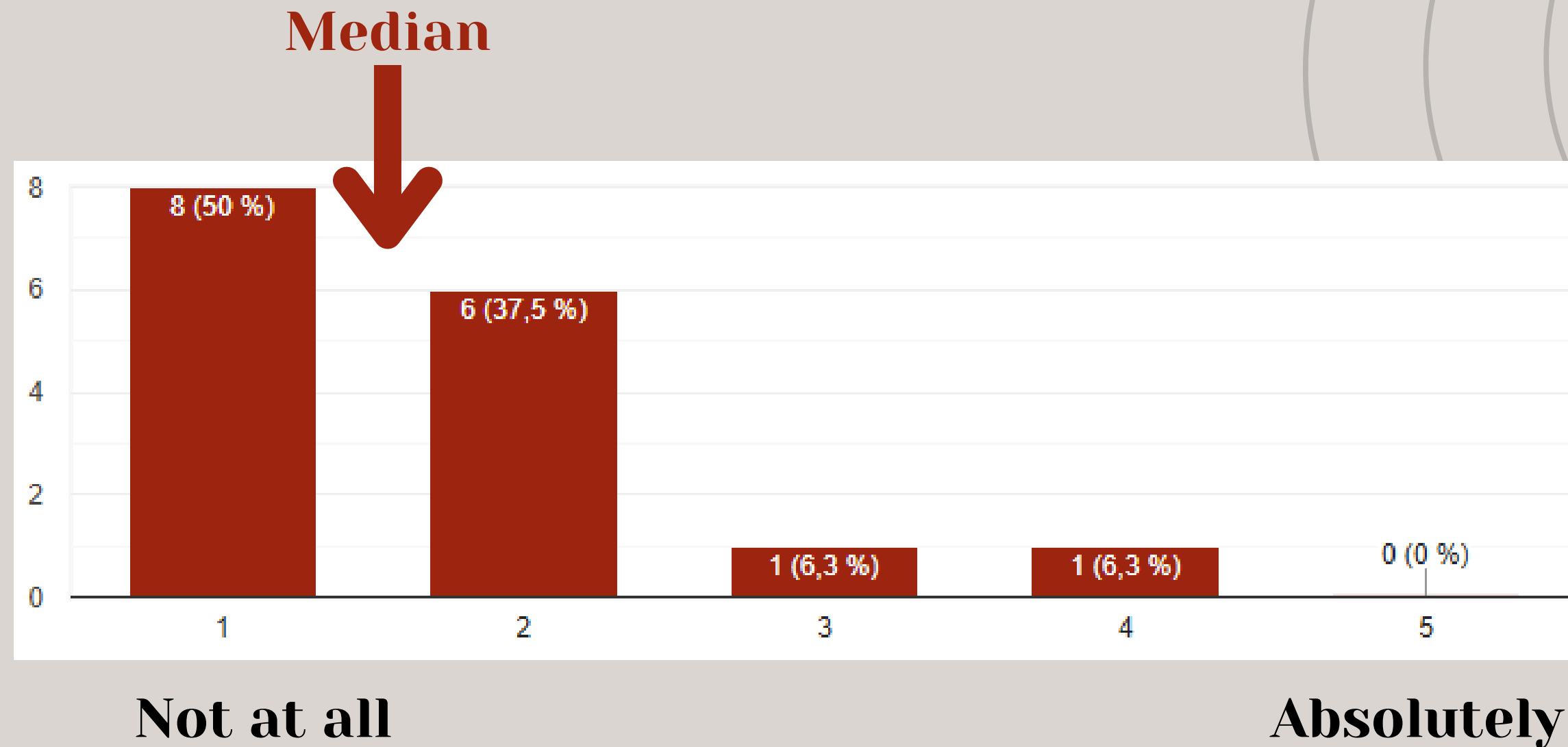
Not at all

Absolutely

Rooms lighting

- A **decision** for the team to take
- Main feedback about the lighting is that players want to see light **contrasts**, with **lit rooms and others that could be darker**
- Testers really find the idea **of a house that isn't completely plunged in the dark interesting**

Did you feel scared ?



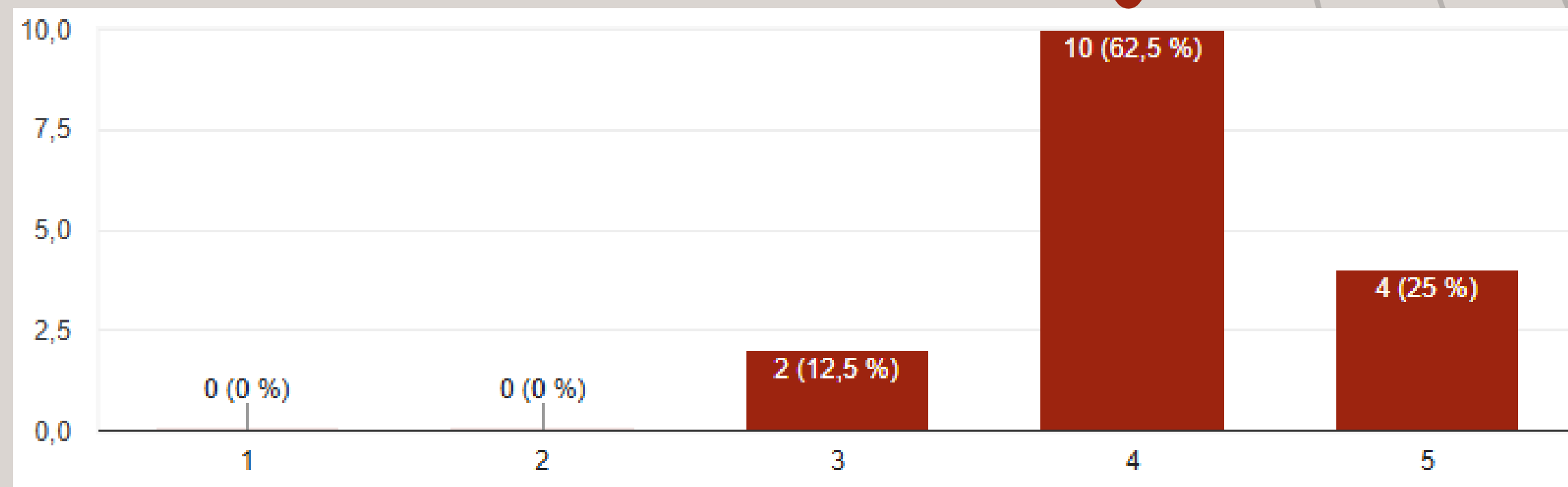
Fear

- **Horror doesn't come across**
- More of a feeling of anxiety
- Jumpscares, but no fear
- It's still probably too early to test or judge this aspect because of the lack of a lot of features, but still...

=> **We really are in "the game is NOT SCARY, it's GOOFY" situation** 🤪

Was the game fun ?

Median



Not at all

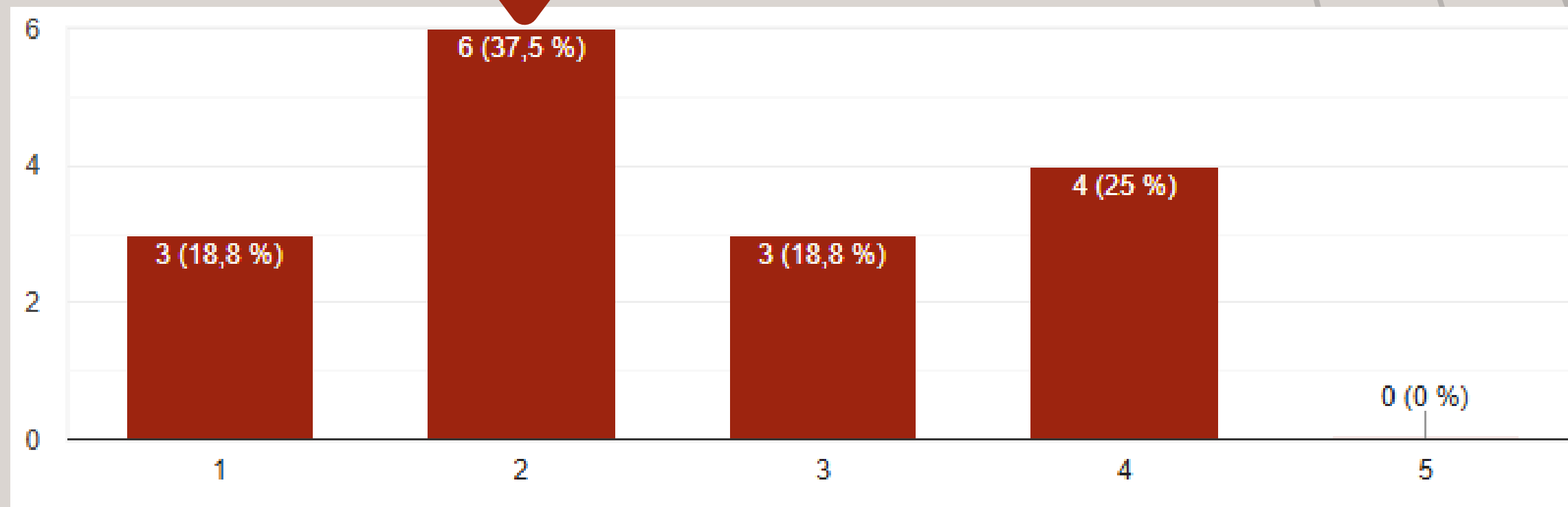
Absolutely

Fun

- Overall, **most people had fun**, yay !
- Players were really into it, screaming most of the time
- The game has the **potential to be really funny**
- People enjoyed **killing their teammates** as much as they enjoyed killing mimics
- Some people regret that they **didn't feel "scared together"**

Did you feel frustrations ?

Median



Not at all

A lot

Frustrations

- General sources of frustration :
 - Difficult to “**spot**” the mimics (is it a mimic, is it not ?)
 - **Lack of feedbacks**, especially regarding the shooting part
 - *“A little frustration from not playing longer because it was so fun!”*
 - **Communication**
 - No feedback when **magazine is empty**
 - Feeling the “**opposite of frustration**” : related to the fact that it felt too easy
 - **Collisions**