Lecture 24: Final Class!!!

CM 148
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• Final Inform Presentations:
  – Monday, June 8, 4-7pm

• Two minutes, three slides
  – Name, short description of game
  – How you fixed 3 issues revealed by playtesting
  – Coolest thing about your game
Early submission due **11:59pm tonight!!**

- In Release folder, edit index.html to add link to walkthrough
  - Code-friendly text editors: Notepad++, Sublime Text, vim, emacs
- Hosting on personal UCSC webpage
  - [http://its.ucsc.edu/web/hosting/personal-pages-tutorial.html](http://its.ucsc.edu/web/hosting/personal-pages-tutorial.html)
  - Get SFTP client (Cyberduck)
  - Open Connection
    - Host name: sftp.ic.ucsc.edu
    - User name: UCSC ID (use your UCSC email login)
    - Port Number: 22
    - Authentication Method: Password (use your CruzID Blue password)
  - Drag and drop your Release folder
  - Now it’s online at [http://people.ucsc.edu/~yourcruzid](http://people.ucsc.edu/~yourcruzid)
- Note about grading
Saving Transcripts

• Might be useful for
  – Playtesting
  – Generating a walkthrough

• >transcript on
• >transcript off
Think-Alouds

• Sit down with a tester and encourage them to say what they’re thinking out loud
  – “I’m going to try this now...”
  – “I wonder what happens when I do this?”
  – “I expected it to do something else”
  – “That was great!”

• Take notes
  – What problems did they run into?
  – Where did they get stuck? How did they get stuck?
  – Where did they seem confused/frustrated/bored?
  – What worked well? Where were they in the flow state?
Think-Alouds

• The goal is to find the few biggest, most glaring problems

• It only takes a few testers at a time
  – 2-4 testers will find your biggest problems
  – More testers will just find the same problems

• **Iteration is important**
  – Identify problems
  – Prioritize and fix problems
  – Test again with more think-alouds!
Playtesting in class today with Think-Alouds
Submit here: https://goo.gl/K8bAu9

Take notes (example)

• Bob
  – Examined something that was missing a description
  – Got stuck in the maze for a long time and didn’t realize he could fly

• Jane
  – Also got stuck in the maze for a long time and didn’t realize she had wings, hated us

• Lucy
  – Took off space suit right away for some reason and quickly realized she had wings

Main things to fix (example)

1. Everyone gets stuck in the maze and doesn’t realize they have wings!! We should make more obvious clues!

2. Make sure taking suit off early doesn’t break future event

3. Add descriptions for those objects that players keep trying to examine