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Usability Analysis

Playtests consisted of four playtesters; Two of the playtesters had previous knowledge of the game, meaning they played previous versions of the playtest. I explained to one of the playtesters how the game worked beforehand, and the final play tester had no previous knowledge, and only had the in-game instructions to guide him. All of the playtesters understood the in-game instructions. Although the instructions were broad since it's an escape room and the instructions had to be made so the player understands what to do without giving away the puzzles they had to complete. The difficulty of the playtest was split in half, one of the players wasn't able to win on their first try but agreed with the fact that it was not too difficult to understand, and it was pretty enjoyable. Even though some of the players had some previous knowledge one of the playtesters that had previous knowledge of the game thought it wasn't too easy. Although the difficulty of the escape room was split in half, all of the players agreed that the time given was enough to complete the escape room. All of the playtesters agreed that even though it wasn't too easy to complete, the room was designed in a way to understand easily, and it also would depend on each of the player's intuition. All playtesters also agreed that the challenges were well-structured and understood what they had to do.

While watching the playtesters, I could see some confusion when they loaded into the game, but when they got to feel around and look at the whole room, all of them were able to find the instructions; I had to tell some of them to look around and find them, but most found them

right away. Once they loaded into the game, the first thing they noticed was the huge clock with the rotating hand and knew that that was their timer to complete the escape room. They also noticed the digital clock pretty fast since it told them the current time, while they moved around they saw the record player and noticed how they could pick up the record and place it in the record player for music to start playing, once they placed the record they noticed how the time on the digital clock changed to 1:15. Finally, they saw how the door handle was disguised as a hanger since it was the same color as the socket on the door. Once they figured where the door handle went, they figured out the three-digit code for the passcode was 115 since it was the time the digital clock changed to. There were three significant bugs playtesters and I found within the game and some improvements I could do to make the play experience better. The three bugs consisted of movement and teleportation problems, lighting improvements, Object interactions, object colliders, and object scaling. Some feedback I got to improve the player's experience was to make the theme or story of the escape room more noticeable and have more difficult puzzles for future levels.

The first bug consisted of teleportation bugs and lighting improvements. Players could teleport outside of the map if they aimed at certain parts of the walls. Also, playtesters reported how the movement and teleportation could feel clunky. When moving around, players could teleport too close or inside of objects. Playtesters commented on how lighting could've been used towards objects to suggest their usage. While watching the playtesters, I saw how they would react when teleporting near objects; they would comment on how close they just teleported to an object or, sometimes I would see them flinch when going outside of the map. I could fix the teleportation problem by adding an extra collider on the outside of the walls and make it ignore the ray cast of the teleporter. Regarding the teleporting too close to objects bug, I

could add constraints too how close the player can teleport by adding a type of “zone” around the objects so the player can’t teleport too close. Finally, the lighting could be improved by having lights pointing at significant objects and have them change brightness, so they are not as obvious.

There was also a bug with object interactions. Sometimes if players dropped the golden door handle, it could fall through the map, although it didn’t happen every time a player dropped the door handle, it was possible. I could fix this bug by using a cube instead of a plane for the floor and also have a “safety” code that teleports the handle back to its original position if it were to fall through the ground. When playtesters had to place objects in sockets or their specific location, they had to get really close to the target socket since the device used to develop (Oculus Go) doesn’t track the position of the hand, only the rotation. This inconvenience/bug could be fixed by having teleportation anchors set active while holding certain objects, for example if the player grabbed the door handle, an anchor would appear so the player can teleport to that specific location and be able to place the object without any inconvenience. Players also noticed how the scaling of some objects was off. Some of the shelves and tables seemed too big in relation to the player’s scale. I could fix this by scaling down some assets, so the player doesn’t feel small or sort of trapped.

Feedback consisted of positives and negatives. Some of the positives consisted of having a good time constraint, and well-structured puzzles. After the feedback on the difficulty of the puzzles, it made me realize I should add a help system, so the player doesn’t feel too lost, since some of the players needed my help to have a sense of understanding on how to complete all the puzzles. I had to give them hints like “how is it now that you put the record in the record player” so they were able to complete the puzzles. Instead of making the puzzles easier, I could add a system that helps players to get through the puzzle by changing lighting and having a text-based

system that gives the player hints depending on what objects they are grabbing. Regarding the bugs, the majority could be fixed by adding extra colliders or replacing assets. Regarding the movement, I would have to come up with a way anchor points would not negatively affect the difficulty of the puzzles since locations could be given away. The way I planned on resolving this issue was having the anchor points set active after certain conditions are met, for example, grabbing certain objects, or looking at certain areas. With all this feedback I could be able to make a second version of this playtest without not many bugs.