

Mission Design Document Playtest Report

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Introduction

Having spent some time as a game designer and level designer, I thought it was best to utilize my knowledge/resources and playtest my Mission Design Document for Ubisoft NEXT's 2021 Level Design competition to ensure I submit the best MDD I am able to make. I will be gathering feedback from at least 6 individuals with ranging experiences with FPS games and with game documentation to get as wide of an appeal as possible.

I will give my testers my first draft of the document and ask several questions and when the first round is completed, I will dissect their responses and adjust accordingly. Afterwards I will present the revised MDD to upwards of two of the previous testers and gather their input on the changes and document any changes to their ratings/opinions on the document.

This will all take part during the period of December 30th to January 6th to ensure I have enough time to revise and edit before the competition's deadline of January 10th. All testers will remain anonymous and the data collected will only be used as reference for design iterations and for process work later down the production pipeline.

Objectives

My objectives for this playtest are to answer the following questions:

1. What issues relating to clarity/understanding are there and how can they be resolved?
2. What would best suit the title page? A collage, concept art, a poster or something relating more to the lore of the mission?
3. Are there any places where space is not utilized effectively? Are there white spaces that need to be filled or are there pages with too much information?
4. Does this document describe a level that holds strong elements of modularity and could be playable with different playstyles in an open world setting?
5. Is this document at the level of professionalism and creativity that is expected of Ubisoft's 360 design approach?

Playtest Setup

Moderators: None (if they prefer to read over the document and questions on their own) or Martin Gallagher (if they prefer to be on call)

Number of Play testers for Round One: 6

Number of Play testers for Round Two: 2

Location: Virtual

Details:

Corresponding via discord messenger, I will approach those who have agreed to playtest my document with a downloadable PDF of the primary draft as well a list of questions to answer before, during and after reading the document. Once all the play testers have finished/sent over their answers I will add them to my notes, decipher the feedback and adjust my project accordingly. This first round of playtests/ iterations will be conducted from December 30th to January 3rd. After wards I will reach out to 2-3 of the testers who were enthusiastic about the document to have them playtest the revised version and ask them how it compares to the first draft they read. And finally, I will make any final adjustments/polishing to the MDD, this round of playtesting will take place from January 3rd to January 5th and final iterations will conclude on the 6th-7th to ensure the submission is ready to go by the competition deadline.

Round One Results

Playtest 1

Date: December 31, 2020

Time Spent: 1 hour

Please rate your experience with FPS games from: None, Some, Average, More than Average, and

Main Game Genre: More than Average

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Have read LDDs/MDDs before

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

5

Is scenario/mission well explained?

Yes

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

5 because I like the thought and differentiation between stealth and pacifist

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

5 (However the guards look blurry in overview map)

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles: 5

Modularity:

Can you see how multiple missions could take place in this environment?

Yes

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

They do make sense, for example the B mission, it relates to the story that the technology is old enough that it is neat and valuable

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

A poster, maybe a mash of pictures/art would be best to sell this

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces and d) nothing, I like the empty space

I like the breather they get from the empty space but would be interested in seeing some form of concept art for the level

Is there anything you would add to this document to make it easier to read/follow through?

No, I do not think so

What aspect or area did you like best? Worst? Why?

The circular building/layout is very appealing to them, it is a good base, its different

Cannot think of anything I do not like

What would you add to make this document stand out more/utilize its strengths?

Cannot think of anything

Any other comments or issues you see?

No.

Did you find this document easy to understand/read? Why/why not?

Yes, it looks very professional and I enjoyed all the maps/diagrams.

Playtest 2

Date: January 1st, 2021

Time Spent: 1 hour

Please rate your experience with FPS games from: None, Some, Average, More than Average, and

Main Game Genre: Average

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Have read/made

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

4

Is scenario/mission well explained?

Yeah, it's straight to the point and easy to understand: Get this thing and deliver the thing to the person.

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

I give it a 3 I've seen a lotta zombie films and post apocalyptic games that have about the same story, but this is about COVID-19 so that's new.

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

I would rate it a 4. I say the trails you made for each playstyle really helps and gives me an idea how to go about exploring the level. The scale, legend, and icons help me visualize the place more accurately. Some trails and icons are hard to see in certain areas but can be fixed easily I'm sure.

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles:

5. Plenty of ways players can approach this level!

Modularity:

Can you see how multiple missions could take place in this environment?

For sure. Following the trails, I noticed there were many areas that players don't have to go to in order to complete the mission. There are plenty of side/-non-mandatory areas for people to explore on their second run of the level maybe or after they completed all the objectives.

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

The mission makes sense yep. It's a building full of important tech, it makes sense for players to want to loot the place. And because its an arcade-like area, there's bound to be tons of objects lying around for people to pick up and don't feel out of place.

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

More examples of pickable items maybe? Like what kind of tech can you pick up in this place. You mentioned taking a VR Helmet and Mother board, what would those look like?

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces

b) preview of/simplified maps

c) diagrams (maybe a room diagram or a mission's diagram)

d) nothing, I like the empty space

Is there anything you would add to this document to make it easier to read/follow through?

It looks good as is, Other than resizing some images and changing a few colours on the maps I commented on, labelling your images helps me refer to it when you bring it up in text.

What aspect or area did you like best? Worst? Why?

The images you place in, like the mood boards and maps help me visualize the level.

What would you add to make this document stand out more/utilize its strengths?

A theme maybe. I saw you use red for your title font, try using red titles for the rest of your page titles just so its not the default Microsoft blue

Any other comments or issues you see?

No.

Did you find this document easy to understand/read? Why/why not?

Yes. Each page (not counting mission and schedule) has visuals that keep the reader engaged and busy. In the side/module missions page your use of colour keeps the chart from looking plain, while also indicating the darker the colour gets, the later the mission may come up which is a nice touch.

Playtest 3

Date: January 1st, 2021

Time Spent: 20 minutes

Please rate your experience with FPS games from: None, Some, Average, More than Average, and Main Game Genre: Main Game Genre

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Some

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

Organization is 5. Clarity is 4. The scenario is well explained, the goals and the obstacles are simply broken down, the context is well delivered, and the game paths are well thought out.

Is scenario/mission well explained?

Yes

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

Creativity is 3. While post-apocalyptic FPS RPG is a popular game genre, the mechanics in this scenario feels like a unique mix of Metro: Last Light and Dues Ex.

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

4. The map is easy to read and navigable, the only issue was I wasn't sure what the orange lines were. I figure they are the AI patrol pathing, but maybe should be added to the legend.

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles:

4. The 3 archetypical gameplay styles are well thought out. The Stealth/Pacifist routes would play out very differently from the aggressor. Maybe have different entrance options on the first floor? Like a fire escape or a second entrance through the train depot section

Modularity:

Can you see how multiple missions could take place in this environment?

I think the side missions in the document were well thought out and fit the context seamlessly. I like that one side mission was low key and gave fun rewards, while the other could have a large effect on the rest of the game and gave the player an interesting decision.

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

Yes, refer to last question.

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

A reference picture of inside the arcade portion of the Rec Room would be good, just cause its more open concept than the small concept art.

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces

b) preview of/simplified maps

c) diagrams (maybe a room diagram or a mission's diagram)

d) nothing, I like the empty space

Is there anything you would add to this document to make it easier to read/follow through?

I would change the wording in "How the Tables Turn's" description of "you know how to disarm their weapon or that there is a control room that could turn the bomb back onto the base" to "you know you can either disarm their weapon or use their control room to set the bomb to go off and escape".

What aspect or area did you like best? Worst? Why?

I like the variety of playstyles allowed the best. If given the option I like to challenge myself to play stealth or pacifist. The only bad thing I can think of is you should add an easy down from the 3rd floor once you have completed the primary mission.

What would you add to make this document stand out more/utilize its strengths?

I would add navigation paths that show playstyles completing the side missions as well as the main mission to showcase the optimal flow.

Any other comments or issues you see?

I thought this was further in the future than 5 years, the fact that there was enough decay and time to pass that the Rec Room was called C-ROM, saying that the letters had been removed was confusing. Maybe lean more into the fact that this is a modern-ish time setting because that would be much more compelling. And if you choose to detonate the bomb in the base... does your rebellion contact die?

Did you find this document easy to understand/read? Why/why not?

It was easy to read and well organized.

Playtest 4

Date: January 2nd, 2021

Time Spent: 15 minutes

Please rate your experience with FPS games from: None, Some, Average, More than Average, and

Main Game Genre: More than Average

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Have read/made

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

4

Is scenario/mission well explained?

Yes

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

4

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

3

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles:

2

Modularity:

Can you see how multiple missions could take place in this environment?

One or two, but not many

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

Yes. They relate to affecting the raven's gang, so it makes sense to have multiple of these objectives aside from the main one.

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

First person view would be neat. I also think a logo or colour scheme or something related to the Ravens would be neat to get a better idea of the opposing force/gang.

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces

b) preview of/simplified maps

c) diagrams (maybe a room diagram or a mission's diagram)

d) nothing, I like the empty space

Is there anything you would add to this document to make it easier to read/follow through?

I would recommend more spacing to break up the information more but it's hard to do for a traditional MDD. I just find MDDs hard to read, personally.

What aspect or area did you like best? Worst? Why?

I enjoyed the references. It gave me a very clear idea of the type of environment this level has. I think this document could improve in the walkthrough maps. I can't really see the yellow path of the player once they enter the building – it's hard to see with the yellow-on-beige colour.

What would you add to make this document stand out more/utilize its strengths?

Heading/theming surrounding the Ravens to make it pop. That and the thing I had mentioned above with the colour changes on the maps. Make sure paths and icons pop from the BG.

Any other comments or issues you see?

No

Did you find this document easy to understand/read? Why/why not?

It reads fairly well. I personally have issues with reading a lot of information like this, but the document is as clear as can be, I believe.

Playtest 5

Date: January 2nd, 2021

Time Spent: 15 minutes

Please rate your experience with FPS games from: None, Some, Average, More than Average, and

Main Game Genre: More than Average

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Have read/made

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

4

Is scenario/mission well explained?

Yes

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

3

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

4

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles:

4

Modularity:

Can you see how multiple missions could take place in this environment?

Yes

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

Yes, side missions about collection and bomb placement seem like they would make sense for a hideout/trainyard/arcade. Side missions seem like they would make sense for the story as well, building more on the infiltration/gang warfare style story already present.

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

Not necessarily a drawing but a photo-bash of some sort for the area could help establish the mood/tone for the mdd.

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces

b) preview of/simplified maps

c) diagrams (maybe a room diagram or a mission's diagram)

d) nothing, I like the empty space

Is there anything you would add to this document to make it easier to read/follow through?

A more concise, generic legend for all maps rather than one for each floor. Continuing the alphabet for special areas between floors (not to confuse floor 1's A with floor 2's A).

What aspect or area did you like best? Worst? Why?

I liked the long roundhouse rooms on the first floor because the shape was striking and interesting. I like the final/top floor the least because the layout seemed a bit empty and the shape a bit direct.

What would you add to make this document stand out more/utilize its strengths?

Small visual flares in the corners that mirror the fancy roundhouse sections.

Any other comments or issues you see?

The main roundhouse area of the map to the west doesn't seem like it gets much use in the critical paths outlined so I feel a bit disappointed that what seems like an important part of the area appears reserved for side missions. The path for the stealth playthrough is also very difficult to see with the yellow against tan. Maybe a uniform colour for all the playthroughs? They are labelled at the top of the page and not shown together so I don't think it would lose anything using the same colour. The placement of the ladder next to the door in the final room seems like it could be confusing in the final product (you climb up in the corner and look at the center and opposite walls and you might want to go to the middle of the room, turn around and see you goal, it seems).

Did you find this document easy to understand/read? Why/why not?

Yes

Playtest 6

Date: January 2nd, 2021

Time Spent: 30 minutes

Please rate your experience with FPS games from: None, Some, Average, More than Average, and Main Game Genre: Some

Please rate your experience with LDDs/MDDs from: None, Some, have read LDDs/MDDs before, have read and made LDDs/MDDs before: Have read/made them before

Overall Document:

On a scale from 1 to 5, 1 being it is illegible and 5 being it is very well organized and easy to follow, how would you rate the overall Organization/Clarity?

5, very well organized. Player path is clear. Minor confusion upon first read of the story scenario.

Is scenario/mission well explained?

Yes

On a scale from 1 to 5, how would you rate the overall creativity of the document based on the location, story, and mission. 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling.

4-I like the world setting.

Maps:

On a scale from 1 to 5, 1 being I am lost, to 5 I know exactly where everything is and I could traverse this in a 3D space, please rate the overall Map Clarity:

5-very clear

On a scale from 1-5, 1 being this is a linear map and 5 being you can see and utilize multiple effective playing strategies to complete the goal, how would you rate the map based on its playstyles:

4-Feels a tiny bit linear but does accommodate the playstyles well.

Modularity:

Can you see how multiple missions could take place in this environment?

Can see how area could be reused especially with different start + end locations.

Do the side missions outlined in the document make sense for the area? For the story? Why or why not?

Story and mission match well with area and motivation is clear.

Post read Questions:

Is there something you wish was shown in the title page? More about the Raven's (maybe a logo)? Or maybe an art piece (first person view of the map/alterd to the story)?

More art/concept of what this would look like.

At the end of page 3, there is an empty gap, would you rather there be:

a) Art pieces

b) preview of/simplified maps

c) diagrams (maybe a room diagram or a mission's diagram)

d) nothing, I like the empty space

Is there anything you would add to this document to make it easier to read/follow through?

Cannot think of anything specific to add to make it easier to follow.

What aspect or area did you like best? Worst? Why?

I liked your maps best. Very clean and clear.

What would you add to make this document stand out more/utilize its strengths?

Potentially add a scale to the map (don't remember seeing one?)

Any other comments or issues you see?

No

Did you find this document easy to understand/read? Why/why not?

Document was easy to understand and read. Decently concise. Not over-crowded. References really well arranged.

Recommendations

Based off what I observed during my playtesting sessions I have come up with main issue and recommendations for the document to help bring it to the next level of polish and professionalism.

These recommendations are:

1. Map Clarity- There needs to be a better colour (perhaps purple) for the stealth walkthrough as it is hard to follow with against the map's background colour. As well as there needs to be documentation of what the orange lines/enemy routes are in the legend.
2. Creativity-Adding a more stylized/artistic touch to the title page and the story page will really add to the level of creativity. More heavily lean into the fact that this is only 5 years in the future, adjust the names of the areas to their current name as there cannot be such a big decay + cultural shift within 5 years to have the signs read and be known as C-ROM and RH tower.
3. Unity-Although the document is already very concise, adding a theme (using the red from the title and adding room shapes to the bottom of pages) will help this document feel more connected/unique and less "standard"
4. Better word flow-some grammar errors found as well as better sentence structure to depict ideas more concisely, perhaps cut out the Ravens and just say uprising cartel, as naming this opposing force is getting off task/mission for the time given.

I was glad to hear mainly positive reviews and see that most of the suggestions given are easy to incorporate/change. Suggestions that were outliers/not shared with the rest of the group and or are conflicting with the brief will be noted but not implemented, at least not in the way the tester suggested. I will now implement these changes and recruit two of these people from the previous round of playtests to review the second draft of the document.

Round Two Results

Playtest 1

Date: January 3, 2021

Time Spent: 30 minutes

Overall Document Clarity:

Regarding the overall organization/clarity of the document in comparison to the first draft, which statement do you feel is most accurate:

- a) I feel like the organization/clarity has gone unchanged
- b) I feel like the organization/clarity have been made worse
- c) I feel like the organization/clarity have improved somewhat, but there are still areas that are unclear
- d) I feel like the organization/clarity have improved greatly**

Is there anything that was unclear in the first draft that has been changed or improved? Do you like these changes?

Clarity is way better. Everything made sense and there was no instances of me going "what's that?" Improvements for the intro summary especially worked well. Maps I saw changes and they looked good. I liked them being bigger

Is there anything that was unclear or messy in the first draft that still feels unresolved? If so what is it?
No.

Maps:

Regarding the Overview maps in comparison to the first draft, which of the following statements do you feel is most accurate:

- a) I do not see any changes to the overview map
- b) The changes made were not of my suggestion/I do not like the changes that were made
- c) The changes made were of my suggestion, but I do not like how it was executed (explain)
- d) The changes made, regardless of who suggested them have made the maps worse
- e) The changes made, regardless of who suggested them have made the maps better**

****Tiny nitpick is the scale on floor 3 is in a different spot than the ones on the floor 1 + 2 maps.**

If you answered a) do you feel like the maps are still of good standard? If not what could be improved?

N/A

Regarding the Playstyle maps in comparison to the first draft, which of the following statements do you feel is most accurate:

- a) I do not see any changes to the overview map
- b) The changes made were not of my suggestion/I do not like the changes that were made
- c) The changes made were of my suggestion, but I do not like how it was executed (explain)
- d) The changes made, regardless of who suggested them have made the maps worse
- e) The changes made, regardless of who suggested them have made the maps better**

**** They feel more different pathed now which is a good change.**

If you answered a) do you feel like the maps are still of good standard? If not what could be improved?

N/A

Post read Questions:

Compared to the title page from your first play session, which of the statements do you feel is most accurate?

- a) I do not see any major changes

- b) I do see changes, but I do not like how it is laid out now (explain)
- c) **I see and like the changes you have made but I feel like it could still be improved (explain)**
- d) I see and like the changes you have made, and I do not think you should change it

Is there anything you would add/remove from the title page to improve it?

Maybe play with the sizing and location of the title? Might look better if it was bigger and more towards the center of the page (but not sure).

Is there anything in the document you would add/change to unify it/create a theme?

I like what you have done, there is nothing else I would add.

At the end of page 3 during the first play session there was an empty gap, what did you think of it before and what do you think of what is there now?

Did not like the gap earlier, like it now since it is open for imagination.

Is there anything that changed between playtest one and two that made this document harder to read/follow through? If so what is it and why does it add difficulty to you?

Felt easier to read through.

Compared to your first session, what aspect or area did you like best? Worst? Did your answer change from your first session? Why?

Still liked the maps best. Very clean and pretty.

Any other comments or issues you see?

Tester has volunteered to go over MDD and highlight sentences/areas that tripped them up, not necessarily in terms of grammar but in terms of clarity, I will review and adjust/make comments accordingly.

Playtest 2

Date:

Time Spent:

Overall Document Clarity:

Regarding the overall organization/clarity of the document in comparison to the first draft, which statement do you feel is most accurate:

- a) **I feel like the organization/clarity has gone unchanged**
- b) I feel like the organization/clarity have been made worse
- c) I feel like the organization/clarity have improved somewhat, but there are still areas that are unclear
- d) I feel like the organization/clarity have improved greatly

Is there anything that was unclear in the first draft that has been changed or improved? Do you like these changes?

No.

Is there anything that was unclear or messy in the first draft that still feels unresolved? If so what is it?

Besides making it so the A and B markers are slightly different colour, so they pop more, no

Maps:

Regarding the Overview maps in comparison to the first draft, which of the following statements do you feel is most accurate:

- a) I do not see any changes to the overview map
- b) The changes made were not of my suggestion/I do not like the changes that were made
- c) The changes made were of my suggestion, but I do not like how it was executed (explain)
- d) The changes made, regardless of who suggested them have made the maps worse
- e) **The changes made, regardless of who suggested them have made the maps better**

If you answered a) do you feel like the maps are still of good standard? If not what could be improved?

N/A

Regarding the Playstyle maps in comparison to the first draft, which of the following statements do you feel is most accurate:

- a) I do not see any changes to the overview map
- b) The changes made were not of my suggestion/I do not like the changes that were made
- c) The changes made were of my suggestion, but I do not like how it was executed (explain)
- d) The changes made, regardless of who suggested them have made the maps worse
- e) **The changes made, regardless of who suggested them have made the maps better**

If you answered a) do you feel like the maps are still of good standard? If not what could be improved?

N/A

Post read Questions:

Compared to the title page from your first play session, which of the statements do you feel is most accurate?

- a) I do not see any major changes
- b) I do see changes, but I do not like how it is laid out now (explain)
- c) **I see and like the changes you have made but I feel like it could still be improved (explain)**
- d) I see and like the changes you have made, and I do not think you should change it

Is there anything you would add/remove from the title page to improve it?

Remove the USB and cabinet and put the edited cabinet into references. Utilize the space on the page to make room for the two concept pieces you made.

Is there anything in the document you would add/change to unify it/create a theme?

At the end of page 3 during the first play session there was an empty gap, what did you think of it before and what do you think of what is there now?

I think the art piece makes it feel more complete + a good use of the empty space!

Is there anything that changed between playtest one and two that made this document harder to read/follow through? If so what is it and why does it add difficulty to you?

Nope I think it is much easier to read

Compared to your first session, what aspect or area did you like best? Worst? Did your answer change from your first session? Why?

I love that you now have a theme and kept each page entertaining with usage of supporting visuals and diagrams. This draft is a definite improvement from the previous one.

Any other comments or issues you see?

No

Recommendations

Based off what I observed during my second round of playtesting sessions I have come up with the last few areas of polish to implement into my document. These areas are:

1. Maps- Adjust the walkthrough maps to only have the enemy/ladder icons instead of all the icons in accordance with the brief. Also adjust the A and B indicator on the first floor's overview map to be more visible to the viewer (green on green is bad)
2. Visuals- Utilizing the feedback, polish the visual feel on some of the tables/placement of images.
3. Word Flow-Take suggestions from the last play testers to utilize word flow in the document

Conclusion

After two rounds and 8 playtesting sessions, gathering feedback and making iterations, I feel I have captured the best possible attributes/qualities of the document. As well I have answered all my objective questions thus ensuring that my MDD is at the most top quality of creativity and professionalism that is expected of Ubisoft's standards.

I will utilize what has been said in terms of layout, clarity, and map designs when I reach the stage of creating a playable blockmesh.