

Playable FPS Level Playtest Report

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Introduction

Building off of the success of my previous playtesting report, I believe it was best to continue to utilize my resources again and playtest my playable level for the final round of Ubisoft's NEXT 2021 Level Design competition. Similar to my MDD Playtest Report, my doing so is to ensure I submit the best playable level I am able to create while considering all possible areas of improvement. Due to time and resource constraints, I will have to reduce the number of play testers and time spent during each iteration. This is not to rush my product, but to ensure I can best take advantage of any feedback received and implement iterations more efficiently. This time around, I will be gathering feedback from at least 2-4 individuals with some experience in FPS games to get as relevant of critique as possible.

I will give my testers my first draft of the level and ask several questions pertaining to my objectives. When that round is completed, I will dissect their responses and adjust accordingly. Afterwards I will present the revised level to at least two of the previous testers and gather their input on the revisions and document any changes to their ratings/opinions on the level.

This will all take part during the period of March 11th-18th to ensure I have enough time for any revisions and edits before the competition's deadline of March 21st. All testers will remain anonymous, and the data will only be used as reference for design iterations and for process work later on if I continue to polish this level following the end of this competition.

Objectives

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

1. Is all of the geometry being used to efficiently guide/encourage gameplay? Are there areas that could be cut out/tuned to optimize efficiency and game flow?
2. Does this level/mission represent the standards/gameplay to be expected for a starter/first mission in an open world Ubisoft game?
3. Are the annotations clear enough that both beta players and designers/artists could properly interpret and/or execute a full playable mission?
4. Is the feature introduced in a way that does not feel overwhelming to the player learning it?
5. Does the escape sequence feel like it gives the players options while still maintaining a linear aka you must reach x-point game play?

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:

Number of Play testers for Round Two:

Location: Virtual

Details:

Corresponding via discord messenger, I will approach those who have agreed to playtest my level with a draft of the unreal contents folder, as well as a short introduction to the level with a list of questions to answer before and after playing the mission. These participants are a mix of individuals who have participated in my previous playtest for my document, and those who have not, so I can truly gauge the understanding of the lore/mission.

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 March 14th to March 19th. Afterwards I will make any final adjustments/polishing to the mission after consulting my results during the 18th to the 20th to ensure the submission is ready to go by the competition deadline.

Introduction provided to the play testers:

Controls (for Keyboard)	Controls (X/PS4)
Space-Jump	A/X-Jump
CTRL- Crouch	B/O- Crouch
E-Interact.	X/□-Interact.
Esc/M-Pause	START/OPTIONS-Pause
W/A/S/D- Player Movement	Left Thumb Stick- Player Movement
Mouse-Camera Movement	Right Thumb Stick-Camera Movement

Hello and welcome to “Raiding the Roundhouse”, an FPS grey block level. This level is designed in mind to be a beginning mission for a game. Your objective is to find the intel and report to your contact. To do so you must find the key (located somewhere in the trainyard) which will give you access to the drive. And then get the intel drive found inside of the Wreckroom Arcade. After you have the key and drive, make your way up the RH tower, where you will meet with your contact. Follow all annotations in game and treat them as implemented game play. You do not have a ranged weapon and can only kill enemies by removing their battery from behind (by pressing E). Be mindful that the AI can hear you if you move/run while not crouching within 5 meters. You may replay/play with as many different tactics as you would like. Thank you for playtesting this level.

Round One Results

Playtest 1

Date: 3/19/21

Time Spent: 34 minutes

Times replayed + different routes taken: Replayed 21 times, took 3 different routes.

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

Main Game Genre: Some

Please rate your experience with Unreal's Engine from: No Experience, Some Experience, have played games from the Epic Store/on Unreal before, and have played and created games from the Epic

Store/on Unreal's Engine before: Created games from the Epic Store/on Unreal's Engine before

Overall Level:

On a scale from 1 to 5, 1 being it is a linear level throughout the entire mission and 5 being there are multiple vantage points to complete the mission, how would you rate the overall Level's modularity?

Why?

4. I found at least 3 ways to break into the main building, which was cool, though I felt the one with the guard near the window was way too risky for me.

Is the level easy to traverse (not counting any difficulty in terms of base controls)? Why or Why not?

Yes, I thought it was easy to navigate and know where to go. The markers helped me navigate the area and made sure I was doing everything in the right/intended order.

On a scale from 1 to 5, how would you rate the overall creativity of the layout based on the location, use of geometry and guiding of the player? 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling. Why?

5. I love how the level loops back to the beginning. Also, I can't get over the "Wreck Room" its just such a good and fitting name.

Does the level represent what you saw on my MDD?

Yes! Except the side missions maybe but I'm assuming this is just for the main mission.

Were there any areas that don't really reflect the design of the level/gameplay flow?

No.

Are there any areas that you think need to be cut out/gated off to ensure a better flow?

In the beginning I used the key I found in the boxcar on the door that was supposed to be an exit. I would make that door not unlockable with that key since I don't think I was supposed to use it there.

What elements of this level make this feel like a first level? Are there any areas that feel too complex for a starter level?

I appreciate there being a safe area where I can first try climbing a ladder before putting me in a situation where a guard is near a ladder. I think the layout is fine!

Would you consider this to be on par with a first mission found in a typical open world first person shooter game?

Yes.

Gameplay:

What kind of playstyle did you utilize?

I mostly went for a stealth playstyle. I made sure not to cross paths with the guards. If I ended up being chased, I would run away and try to find corners to try and lose them.

Do you feel like the level played to your playstyle's strengths? Why or why not?

Yes. There were plenty of walls and corners I could hide behind to avoid guards. I also used them to break the enemy's line of sight if I was being chased. However, I felt that the guard's run speed is too fast. There were many situations where I was caught off guard by the guard's speed. I would lower the speed to be at least a few milliseconds slower. I feel like the guards walk too fast for me to react/make a move, even if I memorize their patterns. They were scary as heck not going to lie.

Are there any areas that feel particularly overwhelming or unfair to you as the player?

Not that I can remember!

If you died, were there any areas you felt to be more difficult/lethal than others?

For some reason I kept dying near the west entrance to the train room/Wreck room and a lot at the top of the stairs on the second floor by the guard walking around the long cover.

Can you see in a full game, wanting to return to this area/map for other missions/exploration? Why or why not?

Yes. Even after playing through the mission, I feel I didn't explore the whole map/missed a few areas during my completion. These areas are what I usually miss in playthroughs:



In terms of the annotations found in the level, did they help your understanding of what the level was trying to portray? How or why not?

Yes, they help me gain an understanding of what I'm supposed to do and the context of what I was doing. It helped that they were numbered.

Do you see any annotations that are unhelpful or unclear? If so, what are they?

4.1, I would move this marker closer to the ladders. Because it's smack dab in the middle of the ladder and the door, I didn't know if you were referring to the ladder being blocked, or the door being blocked.

Are there any spaces or gameplay pieces that you feel need an annotation to better build the world/understanding of the mission?

Nope it's all good.

New Feature Questions:

Did you feel like the feature (aka the switches that opened the doors for the escape sequence) added something:

- a) Interesting
- b) Difficult
- c) Unnecessary
- d) Exciting**

To the level? Why?

If you're being chased and you're waiting for the door to open it gives you anxiety and makes you wonder if it will open before you get caught by the guards. And when you're standing around waiting for it to open the anticipation adds to the experience. To summarize this gave me anxiety and I liked it.

Do you feel like the introduction of this new feature was overwhelming? Did you feel safe in using ___ (in terms of failing or succeeding in using the feature, not the overall situation)?

I didn't find it overwhelming at all. It was easy to understand and use. I felt it was safe to use at all times.

On a scale from 1 to 5, 1 being "too challenging for a starter level" and 5 being "the introduction of the feature felt natural and fit into the escape scenario perfectly", how would you rate the feature's impact on the level?

5. It makes sense and prevents the player from entering the main building from the outside.

Is there anything you would add/like to see when being taught to use this feature?

Not that I can think of.

Escape Sequence:

On a scale of 1 to 10 how exciting do you feel the escape sequence was in terms of flow, difficulty, and routes/options. 1 being a dull, nearly straight line and 10 being an engaging piece of gameplay that gave me options in how I wanted to escape? Why?

9. I was engaged in all my play throughs. I had to keep an eye out for enemies because the sound effects you gave them legitimately scared me. It was clear I had to take the exit with the two doors, but sometimes I forgot which doors were blocked off or available.

Based on the answer to the previous question, what do you think is factoring into your score? Is there a piece of geometry that blocks a cooler path? Is the feature implemented too early or too late in the sequence?

The blocked exits were labelled, but not actually blocked which I think caused me confusion. I'm assuming in the final/post grey block stage this will be clearer.

Did you find the end of the mission:

- a) Overwhelming/too hard
- b) Underwhelming/too easy**
- c) Exciting and/or slightly more difficult than the rest of the level

Why?

There weren't any guards near the intended exit path, and it felt too easy compared to the infiltration phase (if I wasn't being chased already by guards from the 2nd or 1st floor entrance). I

would suggest adding a guard or two onto the escape route that you otherwise wouldn't encounter to make the chase seem more real.

Playtest 2

Date: 3/13/21

Time Spent: 20 minutes

Times replayed + different routes taken: 6 times replayed; 3 routes taken.

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

Main Game Genre: Average

Please rate your experience with Unreal's Engine from: No Experience, Some Experience, have played games from the Epic Store/on Unreal before, and have played and created games from the Epic

Store/on Unreal's Engine before: Created games from the Epic Store/on Unreal's Engine before.

Overall Level:

On a scale from 1 to 5, 1 being it is a linear level throughout the entire mission and 5 being there are multiple vantage points to complete the mission, how would you rate the overall Level's modularity? Why?

4, fairly modular, but the enemies force you to take certain paths.

Is the level easy to traverse (not counting any difficulty in terms of base controls)? Why or Why not?

Yes, it is easy, but the controller was really difficult/awkward.

On a scale from 1 to 5, how would you rate the overall creativity of the layout based on the location, use of geometry and guiding of the player? 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling. Why?

4-Really compelling but could use more cover/sightline breaks near the beginning.

Does the level represent what you saw on my MDD?

Yes.

Were there any areas that don't really reflect the design of the level/gameplay flow?

Not really.

Are there any areas that you think need to be cut out/gated off to ensure a better flow?

No, although maybe adding some geo for better hiding could be useful.

What elements of this level make this feel like a first level? Are there any areas that feel too complex for a starter level?

It's nice and open and there is a nice guiding line to where I am supposed to go but the enemies are really advanced and fast and make it feel like a more advanced level.

Would you consider this to be on par with a first mission found in a typical open world first person shooter game?

Sure, with a bit of tweaking and a less awkward control setup.

Gameplay:

What kind of playstyle did you utilize?

I tried to go aggressive but without ranged weapons it's impossible, so I mainly played stealth.

Do you feel like the level played to your playstyle's strengths? Why or why not?

Sort of, I feel like more covers and less fast enemies could be helpful.

Are there any areas that feel particularly overwhelming or unfair to you as the player?

The middle of the trainyard feels really barren and easy to be detected by guards.

If you died, were there any areas you felt to be more difficult/lethal than others?

Most of my deaths were mainly at fault of the controls.

Can you see in a full game, wanting to return to this area/map for other missions/exploration? Why or why not?

Oh, for sure, there was a lot of space I can see holding other missions and areas that I only got to run past in the escape sequence that would be fun to investigate later.

In terms of the annotations found in the level, did they help your understanding of what the level was trying to portray? How or why not?

They helped, but some things, like the laser was still broken. Maybe change that to just say "VIP is a traitor, they trigger the alarm, run" because to get to the end location following the annotations, you'll have a following of enemies regardless.

Do you see any annotations that are unhelpful or unclear? If so, what are they?

Nothing outside of what is mentioned above.

Are there any spaces or gameplay pieces that you feel need an annotation to better build the world/understanding of the mission?

The train could use an annotation, so players know they aren't supposed to access it until later.

New Feature Questions:

Did you feel like the feature (aka the switches that opened the doors for the escape sequence) added something:

- a) **Interesting**
- b) **Difficult**
- c) **Unnecessary**
- d) **Exciting**

To the level? Why?

It is an intriguing mechanic for sure but besides the print line when the first switch is activated, it's hard to tell if it did anything.

Do you feel like the introduction of this new feature was overwhelming? Did you feel safe in using it (in terms of failing or succeeding in using the feature, not the overall situation)?

It felt underwhelming but I did feel safe.

On a scale from 1 to 5, 1 being "too challenging for a starter level" and 5 being "the introduction of the feature felt natural and fit into the escape scenario perfectly", how would you rate the feature's impact on the level?

3, not perfect but definitely didn't spike or upset the flow badly.

Is there anything you would add/like to see when being taught to use this feature?

Maybe have the switch attached to an exterior door so you can see it's effect firsthand.

Escape Sequence:

On a scale of 1 to 10 how exciting do you feel the escape sequence was in terms of flow, difficulty, and routes/options. 1 being a dull, nearly straight line and 10 being an engaging piece of gameplay that gave me options in how I wanted to escape? Why?

7-There were enough options of how to progress that didn't feel trapping, but the feature originally threw me off because I was waiting to see something instead of moving which impacted my game play.

Based on the answer to the previous question, what do you think is factoring into your score? Is there a piece of geometry that blocks a cooler path? Is the feature implemented too early or too late in the sequence? What the switch effects isn't obvious and if you kill most of the enemies in the Wreck Room, there isn't much of a thrill in the escape sequence.

Did you find the end of the mission:

- a) Overwhelming/too hard
- b) Underwhelming/too easy
- c) Exciting and/or slightly more difficult than the rest of the level

Why?

Reasons listed above.

Playtest 3

Date: 03/20/2021

Time Spent: 45min

Times replayed + different routes taken: 8 different replays with 3 different routes taken.

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 Unreal's Engine from: No Experience, Some Experience, have played games from the Epic Store/on Unreal before, and have played and created games from the Epic Store/on Unreal's Engine before: Have played and created games with Unreal.

Overall Level:

On a scale from 1 to 5, 1 being it is a linear level throughout the entire mission and 5 being there are multiple vantage points to complete the mission, how would you rate the overall Level's modularity? Why?

3. It's hard to tell though since an aggressive non-stealth playstyle isn't possible. For the non-lethal and stealth routes, the optimal path is pretty much the same, maybe make an approach path along the top of the railcars?

Is the level easy to traverse (not counting any difficulty in terms of base controls)? Why or Why not?

The level is very traversable. The flow of the map directed me where I needed to go without much trouble. The guard placement made direction easy to follow as well.

On a scale from 1 to 5, how would you rate the overall creativity of the layout based on the location, use of geometry and guiding of the player? 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling. Why?

3. The map was nice and varied. It has a lot of height variety, and a lot of objects without being cluttered.

Does the level represent what you saw on my MDD?

Yup!

Were there any areas that don't really reflect the design of the level/gameplay flow?

The left side of the map, the hanger, seems underdeveloped and wasn't part of my routes.

Are there any areas that you think need to be cut out/gated off to ensure a better flow?

No, I felt like the flow was well directed.

What elements of this level make this feel like a first level? Are there any areas that feel too complex for a starter level?

The way the level starts and ramps up makes it feel like a good first level. You are in no danger as you start, and you get a lot of working space and options to figure things out.

Would you consider this to be on par with a first mission found in a typical open world first person shooter game?

I can imagine this level, with the proper controls like jumping and shooting, as a good tutorial level in a modern game.

Gameplay:

What kind of playstyle did you utilize?

Stealth and non-lethal.

Do you feel like the level played to your playstyle's strengths? Why or why not?

Once I got used to the controls the level was very well laid out for my playstyle. A lot of good hiding spots and vantage points for me to plan.

Are there any areas that feel particularly overwhelming or unfair to you as the player? No

If you died, were there any areas you felt to be more difficult/lethal than others?

My deaths were mostly related to controls.

Can you see in a full game, wanting to return to this area/map for other missions/exploration? Why or why not?

The level and mission are very quick and straightforward but shows an interesting environment. I can see coming back to this level for a more in-depth exploration being really fun.

In terms of the annotations found in the level, did they help your understanding of what the level was trying to portray? How or why not?

Very helpful annotations.

Do you see any annotations that are unhelpful or unclear? If so, what are they?

N/A

Are there any spaces or gameplay pieces that you feel need an annotation to better build the world/understanding of the mission?

Maybe the contact npc annotation could be fixed? I was waiting for an alarm before realising I should leave.

New Feature Questions:

Did you feel like the ____ feature added something:

- a) **Interesting**
- b) **Difficult**
- c) **Unnecessary**
- d) **Exciting**

To the level? Why?

The door switches were a good mechanic to allow the player to plan and prepare and then be rewarded for their effort.

Do you feel like the introduction of this new feature was overwhelming? Did you feel safe in using ____ (in terms of failing or succeeding in using the feature, not the overall situation)?

When I found the switches, it was very intuitive to figure out what to do.

On a scale from 1 to 5, 1 being "too challenging for a starter level" and 5 being "the introduction of the feature felt natural and fit into the escape scenario perfectly", how would you rate the feature's impact on the level?

4. It was easy once I figured out how the AI worked and the controls. probably would be a 5 if I could jump and have other actions.

Is there anything you would add/like to see when being taught to use this feature?

Have the doors that are locked be more noticeable, like big red doors. Or have one of the first mandatory checkpoints have a door with a switch beside it to introduce the mechanic.

Escape Sequence:

On a scale of 1 to 10 how exciting do you feel the escape sequence was in terms of flow, difficulty, and routes/options. 1 being a dull, nearly straight line and 10 being an engaging piece of gameplay that gave me options in how I wanted to escape? Why?

7. The escape was fun, because it felt like a victory lap. By that point I know the level and have either eliminated the guards or know how to easily avoid them.

Based on the answer to the previous question, what do you think is factoring into your score? Is there a piece of geometry that blocks a cooler path? Is the feature implemented too early or too late in the sequence?

N/A

Did you find the end of the mission:

- a) Overwhelming/too hard
- b) Underwhelming/too easy
- c) Exciting and/or slightly more difficult than the rest of the level

Why?

It didn't spice up the level much outside of just having a time limit, but that meant it was a nice cool off from the tension of the stealth run.

Playtest 4

Date: Mar 19

Time Spent: 20 mins

Times replayed + different routes taken: 3.

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

Please rate your experience with Unreal's Engine from: No Experience, Some Experience, have played games from the Epic Store/on Unreal before, and have played and created games from the Epic Store/on Unreal's Engine before: Have played games from the epic store on unreal and created levels in the engine.

Overall Level:

On a scale from 1 to 5, 1 being it is a linear level throughout the entire mission and 5 being there are multiple vantage points to complete the mission, how would you rate the overall Level's modularity?

Why?

4. There were multiple ways to access most areas, though some felt less fair than others.

Is the level easy to traverse (not counting any difficulty in terms of base controls)? Why or Why not?

Yes, the rooftops of the trains are great.

On a scale from 1 to 5, how would you rate the overall creativity of the layout based on the location, use of geometry and guiding of the player? 1 being unoriginal/overused and 5 being I have never heard/seen something like this, and it is compelling. Why?

4. The level felt decently unique from what I've seen, but not mind-blowingly so

Does the level represent what you saw on my MDD?

The level represents the MDD well. All the same beats and structures were there. It was a bit harder to follow the set "paths" that were showed in the MDD as they were less clear.

Were there any areas that don't really reflect the design of the level/gameplay flow?

The second floor did not represent the same flow as the rest of it due to the enemy right at the top of the stairs.

Are there any areas that you think need to be cut out/gated off to ensure a better flow?

The left side of the map felt like extra space you would never visit.

What elements of this level make this feel like a first level? Are there any areas that feel too complex for a starter level?

The open starting space and simple objective make it feel like a starting level.

Would you consider this to be on par with a first mission found in a typical open world first person shooter game?

Haven't played but it seemed like it would work.

Gameplay:

What kind of playstyle did you utilize?

Stealth

Do you feel like the level played to your playstyle's strengths? Why or why not?

It fit the style well enough as it allowed many opportunities to sneak up behind enemies and take them out.

Are there any areas that feel particularly overwhelming or unfair to you as the player?

The top of the stairs on level 2

If you died, were there any areas you felt to be more difficult/lethal than others?

The top of the stairs on level 2, right side of the map on the bottom floor

Can you see in a full game, wanting to return to this area/map for other missions/exploration? Why or why not?

I could see returning to this area if it utilized the other portions of it or had you approaching it in a different way.

In terms of the annotations found in the level, did they help your understanding of what the level was trying to portray? How or why not?

Some of the annotations were helpful, but the frequency of "this area will be blocked" ones made the annotations confusing.

Do you see any annotations that are unhelpful or unclear? If so, what are they?

The drive annotation was a bit unclear in its wording.

Are there any spaces or gameplay pieces that you feel need an annotation to better build the world/understanding of the mission?

No.

New Feature Questions:

Did you feel like the feature (aka the switches that opened the doors for the escape sequence) added something:

- a) Interesting
- b) Difficult
- c) **Unnecessary**
- d) Exciting

To the level? Why?

Unnecessary as I almost didn't realize they existed playing through the level.

Do you feel like the introduction of this new feature was overwhelming? Did you feel safe in using the switch (in terms of failing or succeeding in using the feature, not the overall situation)?

I felt safe using the switch.

On a scale from 1 to 5, 1 being "too challenging for a starter level" and 5 being "the introduction of the feature felt natural and fit into the escape scenario perfectly", how would you rate the feature's impact on the level?

5. A door switch is a logical thing for the scenario and level.

Is there anything you would add/like to see when being taught to use the switch?

No.

Escape Sequence:

On a scale of 1 to 10 how exciting do you feel the escape sequence was in terms of flow, difficulty, and routes/options. 1 being a dull, nearly straight line and 10 being an engaging piece of gameplay that gave me options in how I wanted to escape? Why?

8. I felt I had a lot of options to escape but felt unsure on whether any of the paths taken were intended.

Based on the answer to the previous question, what do you think is factoring into your score? Is there a piece of geometry that blocks a cooler path? Is the feature implemented too early or too late in the sequence?

My desired path was not blocked. It was factored based on the ideal escape route being across the roof instead of inside the building.

Did you find the end of the mission:

- a) Overwhelming/too hard
- b) **Underwhelming/too easy**
- c) Exciting and/or slightly more difficult than the rest of the level

Why?

Too easy because all the enemies were already dead or were not blocking many of the paths.

Recommendations

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

1. Escape sequence difficulty-There is an overwhelming report of the escape feeling underwhelming, although players confided that it was a nice change/exciting way to backtrack through the level, they felt no challenge. I will address this by adding an enemy inside of the west portion/train building, that would otherwise be unseen during the initial raid. Hopefully,

this can help guide players and add excitement to those last few moments of gameplay ensuring an impactful memory.

2. Door and Key-Because technically the key in the current playable is only there to fabricate that beat of the mission in the grey block, players thought they could use it on the only locked door to their disposal. Which made them run into problems later. I will address this by adding an annotation to the exterior of the train door.
3. Guard placement and speed- Players seemed overwhelmed by 2 key areas, the bottom of the ladder connected to the Wreck Room and RH tower and the top of the stairs in the Wreck Room. I will address this by removing the guard patrolling the bottom of the ladder and extending the route of the other guard in the area to make the ladder more accessible to different playstyles. As well as altering the route of the guard at the top of the stairs so that players aren't unfairly caught as they get off the stairs. Additionally, all players feel overwhelmed by the speed of the AI guards, especially during the escape sequence I will try to tweak this to accommodate this.
4. Broken Alarm-Due to the blueprint of the laser not working and the fact that I cannot alter the VIP contact enough to make them activate the alarm, I will have to adjust the annotations/alarm near the VIP to convey my intention better to players.

Although some players commented on the obviousness of the feature, it seemed like more of the players knew what to do when they activated the switch and although I would love to start teaching them the mechanic before the escape sequence starts, it would go against the design brief. Besides that, I am happy to hear positive feedback and that most suggestions/issues could easily be resolved. And similar to the last playtest report; 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, followed by a few personal playtesting runs and then finish up the change list before sending this off. I hope to send out the changed/final presented level to the 4 participants and gather more feedback for further insight.

Conclusion

After both internal and external rounds of playtesting sessions and gathering feedback and critique, I feel I have created a grey box level that fits the quality of Ubisoft's standard and measures well against their tips in hitting the curve ball out of the park.

I will take what I have learned from making this level and the playtesting sessions to future projects as well as if I ever want to revisit/continue to work on this map.