

# project: **Circular Strife**

paper prototype play-test  
presentation report

cody church - daniel jagger - lawson lim - matt louie - sammpa raski

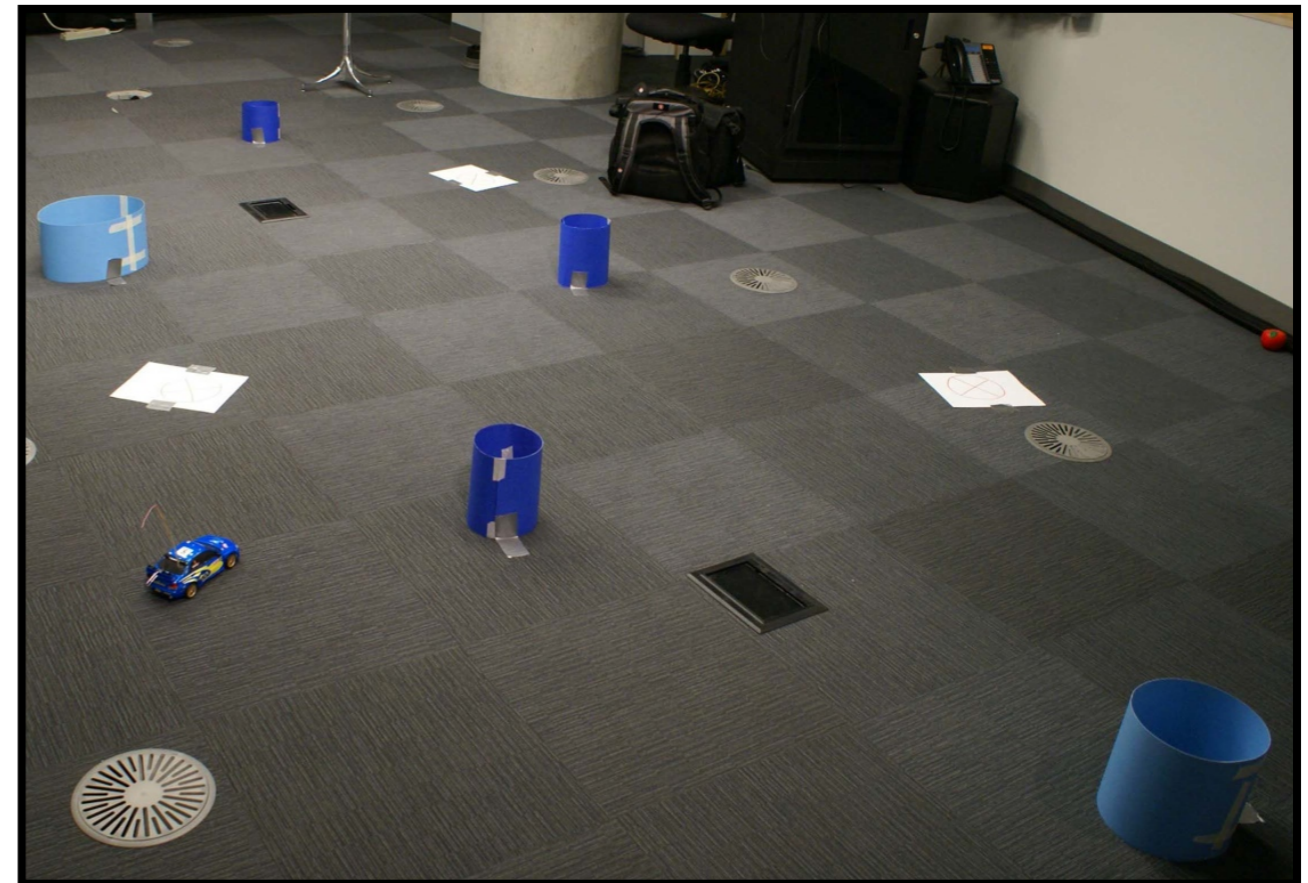
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the setup

# getting it together

- Setup included:
  - player's vehicle
  - cardboard structures
  - attachable bombs
  - bomb pickup spots



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# the rules

1. The player operates a remote controlled car.
2. The player must destroy 3 structures (cardboard cylinders.)
3. The player destroys structures by fully encircling them with 'bombs.' Bombs are represented by linked rubber balls.

# more rules

4. The player starts with no bombs, but one is added by stopping at a bomb pickup spot.
5. Players earn demerits by using more bombs than needed to destroy a structure.
6. Demerits are also given for head-on collisions and failed attempts to destroy structures.
7. Less demerits equals a better score.

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# testing roles

- Our duties:
  - attaching bombs manually
  - recording notes
  - judging bombing attempts
  - tracking player demerits



Sammpa, attaching another bomb to the RC car

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# who?



- We got 3 testers to assist us:
  - **Andrew:** New Media student, age 21
  - **Zac:** New Media major, age 19
  - **Nathan:** undeclared major, age 18

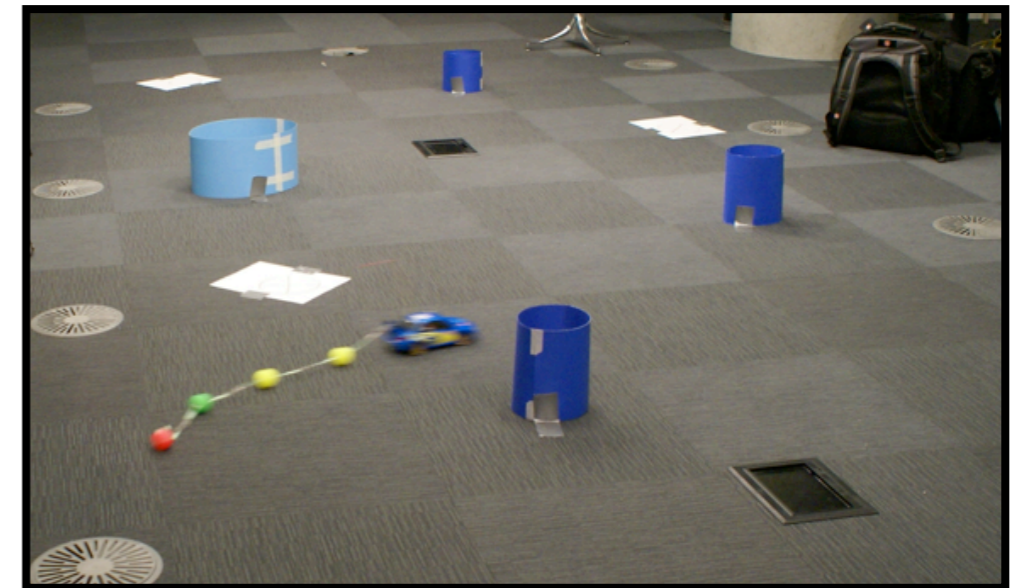
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# how it went down

- We did 4 sessions:
  - the first 3 were standard runs through by each tester
  - the 4th was a **time trial**: each player was to destroy the lone medium-sized structure as fast as possible



the time trial in progress

# the feedback

- Andrew:
  - “easy to grasp,” “gameplay stresses planning on the player’s behalf”
  - found that too many fast movements caused bombs to whip around
  - precise required when encircling structures to destroy them
- Zac:
  - “good foundation, good game concept to build on”
  - used quick movements in attempt to ‘whip’ bombs around structures
  - suggested to “create a hand-brake function to whip bombs around”
- Nathan:
  - “easy to get caught in stuff,” “good controls are important”
  - thought the game was “pretty fun”
  - wished for a way to go backwards in the final game

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# a pat on the back

- Strong points:
  - planning out the player's use of bombs was intuitive, needed no explanation
  - players responded very well to the time trial gameplay, which will be a standard mechanic in the game
  - they found the game easy to grasp and enjoyable

# needs improvement

- Weak points and possible additions:
  - controls will need to be finely-tuned to allow for more precise movement in the game
  - add the ability to ‘whip’ bombs around structures
  - adding a brake or reverse function in the final game
  - adding multiplayer mode so players can compete head-to-head in a race to blow everything up

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that's all

done.

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