



# Story'Hood

## Session 5 - Playtesting and Content Development

### Overview

During this session, participants will work through a cycle of testing, feedback, and development. Participants will conduct a field playtest of the game, then learn more about how the Taleblazer code works in our demo. Then, they will break into teams to populate the prototype game with more completed elements. The session concludes with team representatives showing off their latest creations.

### Learning Objectives

After completing these workshops, participants will be able to:

1. Engage in playtest-feedback-development cycle of game production, in particular:
  - a. Make observations about a game during play
  - b. Articulate ideas for game in development to be improved upon
  - c. Work as a team to implement changes developed in discussion with their peers

### Materials

Games can be played in 'tap to visit' mode if there is no GPS, or without tablets via emulation on the Taleblazer site, but this sacrifices the experience of playing the games on location. Important note: Facilitator should have the game developed in the previous session ready to play. Not all content should be finished (the participants will work on this) but the core elements should be in place for them to test, study, and develop.

- Taleblazer game design document created during previous sessions (for your reference)
- Computers/laptops with Internet connection
- Taleblazer logins/passwords to be used by the participants (we should keep control of the accounts/passwords so we can edit the code later as needed)
- Game prototype online code for High Point Game: \*\*\*\*\*
- Tablets with GPS for testing
- Projector, whiteboard and dry erase markers
- Legos & other game paper prototype materials

**Time / 90 Minutes / 1 Hour & 30 Minutes**

### Agenda

The agenda of this workshops should be outlined as follows:

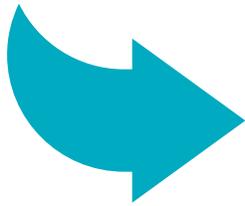
1. Introduction (**10 minutes**) 2:00 - 2:10
2. Playtest @ High Point Commons Park (**30 minutes**) 2:10 - 2:40
3. Content Develop (**40 minutes**) 2:40 - 3:20
4. Presentation of New Content (**10 mins**) 3:20 - 3:30

The total time resulting from the suggested minute count for each section is approx. **1.5 hours**.

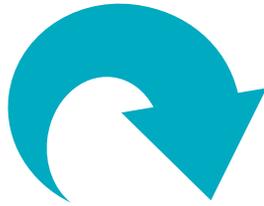
## Introduction / 10 Minutes / 2:00 - 2:10

Question of the day: What steps do you take when trying to improve something?

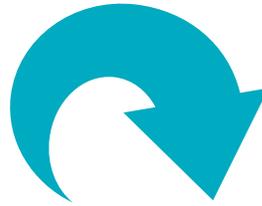
Elicit from the participants that games can be improved by testing. Describe to them the cycle of testing, feedback, and development that is utilized in order to continuously improve games before they are released. Show them the diagram to demonstrate that the develop-test-feedback cycle is done multiple times to improve games.



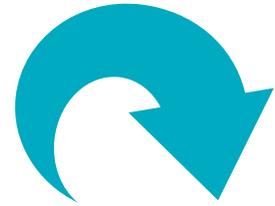
**project setup**



**develop, test  
& feedback**



**develop, test  
& feedback**



**develop, test  
& feedback,  
release**

Plan for the day:

- We are going to playtest the game in our selected setting (e.g., High Point Commons Park)
- Learn about how the mechanics for their game function in Taleblazer
- Work on the game in development teams
- Present new content to the group

## Playtest @ High Point Commons Park / 30 Minutes / 2:10 - 2:40

Take the participants to test the game at the game's location. Participants should be placed in teams of 2, where one is the **playtester** and the other is the researcher. The role of the playtester is to play the game. The role of the **researcher** is to take notes on any problems the playtester experiences while trying to play the game. Switch roles periodically to ensure both participants have turns as the playtesters and the researcher.

## Count Develop / 40 Minutes / 2:40 - 3:20

Divide the students into their Development Teams (see Week 5 Development Teams below) to continue development of the game in the ways defined by the document. Facilitators should continue to work with the teams as needed to overcome technical challenges.

## Presentation of New Content / 10 Minutes / 3:20 - 3:30

Have representatives from each Development Team show off their works in progress. Elicit from the students:

- What do you like about the game?
- What would you like to see added?
- Is anything in the game buggy/not working?
- What else should the other teams work on during the final session?

Guiding discussion toward specific elements that need to be harmonized will be productive during this time. For example, if the story team is writing a story about happy bunnies and the enemy agents are nuclear missiles, facilitate the students figuring out how to best combine their ideas.

Congratulate the students on all their hard work and creativity in working on the game, and announce that next time, we are going to 'go gold:' we will complete the work and prepare to launch the game.

## Week 5 Development Teams

### (Example)

- Develop introductory story (where do the agents fit in?)
- Instructions on how to play the game for the player in introduction section
- Write conclusion for the story ('Congratulations!' agent)

**Friendly Agent Team (Name of team members here)** Select image, names, and descriptions for:

- Tool 1
- Tool 2
- Helper
- Community Helper 1
- Community Helper 2

Try to come up with at least two sentences per description

**Enemy Agent Team (Name of team members here)** Select image, names, and descriptions for:

- Enemy Agent 1
- Enemy Agent 2
- Environmental Problem 1
- Environmental Problem 2

Try to come up with at least two sentences per description

**Programming Team (Name of team members here)** Create scripts for agents, in particular:

- Actions to use the tools (yes/no)
- Pick up and drop
- Bump other agents

## Story'Hood 2018 High Point game

**Theme: Key Takeaways from Previous Sessions:**