

THE HAUNTED CANVASES

Playtest Report

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Playtest Summary

I conducted two main rounds of playtesting:

- First Round: Focused on map structure, objective clarity, and overall gameplay feel.
- Second Round: Concentrated on refining smaller details and fixing bugs to enhance the game.

For the first playtest, I invited one friend, whose feedback helped me make critical adjustments. After implementing these changes, I conducted a second round of playtesting with six additional friends from diverse gaming backgrounds.

Most were experienced gamers, while one had never played an FPS game, offering a broad range of perspectives.

I'm incredibly grateful for their time, support, and feedback, which was instrumental in improving the game and uncovering unnoticed bugs.

Questions Asked After Each Playtest:

What was your overall impression of the level?

How easy was it to navigate? What did you think of the layout?

Were the objectives clear and easy to understand?

Did you feel lost or unsure of what to do next at any point?

What specific changes or improvements would you suggest for this level?

Playtest Round 1

First Round Feedback

Feedback	Action Taken
The east and west entrances on the second floor were too similar, causing confusion instead of aiding exploration	<ul style="list-style-type: none">• Repurposed the West Entrance• Revised the Entrance Space <i>(Refer to Changes After Playtest Round 1, Point 2.)</i>
There were no clear vantage points to hide, and players felt like the guards were everywhere with no place to take cover	<ul style="list-style-type: none">• Deleted the Gift Shop Area and enlarged the overall space• Added more vantage points <i>(Refer to Changes After Playtest Round 1, Point 3.)</i>
Players didn't know which ghost they were holding or how many they had returned	<ul style="list-style-type: none">• Added a "holding ghost" UI in the bottom left corner
Some long paths felt unnecessary, leading to dead ends with no reward	<ul style="list-style-type: none">• Removed unnecessary paths in the entrance area <i>(Refer to Changes After Playtest Round 1, Point 2.2.)</i> <ul style="list-style-type: none">• Added documents, treasures, and ammo as rewards and guidance <i>(Refer to Changes After Playtest Round 1, Point 1.4.)</i>
Players talked to Ryan Taylor before restoring all canvases and were confused when they had to speak to him again	<ul style="list-style-type: none">• Divided the map into sections with keys and doors to prevent early interactions with Ryan Taylor <i>(Refer to Changes After Playtest Round 1, Point 1.3.)</i>
Players didn't know there was a key in the center area or where it led	<ul style="list-style-type: none">• Changed the garden door to a keypad, with the code revealed on restored canvases• Divided the map into sections to ensure player had only one door ahead to prevent confusion <i>(Refer to Changes After Playtest Round 1, Point 1.3.)</i>

Playtest Round 1

First Round Feedback (Continue)

Feedback	Action Taken
Players were confused about the objective and kept walking around aimlessly	<ul style="list-style-type: none">• Added a "Tutorial Area" at the 2/F entrance• Revealed missions step by step• Divided the map into sections with keys and doors• Added documents, treasures, and ammo as rewards and guidance <i>(Refer to Changes After Playtest Round 1, Point 1.)</i>
The overall lighting was too dark, making navigation difficult	<ul style="list-style-type: none">• Added spotlights throughout the museum and increased overall brightness• Replaced the solid rooftop with a glass circle to let in more natural light

Playtest Round 2

After implementing changes based on the first round of feedback, none of the second-round playtesters felt lost. They highlighted several aspects that enhanced their gameplay experience:



"The **glass rooftop** is nice. When I couldn't figure out where the next ghost was, I saw the helicopter and realized there was an area outside. It felt rewarding, like I discovered something useful on my own."



"The **first part of the map (Art Museum building)** is well-designed. It encouraged exploration without being overwhelming, and I still understood what to do and where to go next."



"The **objectives** are clear but not too obvious, which made me feel like I was solving things myself."



"When I first started the game, I wasn't sure what to do or what the mission 'eliminate the ghost' meant. But after going through the tutorial at the entrance, I understood the objectives and knew what to do next. The **opening tutorial** smoothed out the gameplay."

Observations on Gameplay Styles

Playtesters adopted a variety of gameplay approaches:

- Full stealth
- Rushing guards head-on and eliminating them
- Stealth until detection, then engaging in combat
- Thorough exploration of every corner
- One player even attempted to guess the passcode without placing the ghost on the canvas, which made me realize that a randomized, more secure code would be necessary in a full version of the game.

The diverse gameplay approaches allowed me to identify and fix several bugs before submitting the challenge, which I'm very grateful for.

Despite their different styles, some consistent feedback emerged during the second round.

Playtest Round 2

Second Round Feedback

Feedback	Action Taken
Once spotted by one guard, all guards seem to pursue the player immediately, making stealth difficult	<ul style="list-style-type: none">Adjusted the guards’ sensitivityReset their detection behavior to make stealth more viable
Some ghost colors, especially those in the storage room and art studio, were hard to distinguish	<ul style="list-style-type: none">Improved ghost colorsAdded location information to ghost names for clarity
A playtester noticed “diary” was misspelled as “dairy” in a document and jokingly commented that it was funnier than having a diary	<ul style="list-style-type: none">Corrected the typo

Feedback Pending Implementation

Due to time constraints, some suggestions couldn’t be addressed:

Feedback	Suggestions From Playtesters
Guards are too easy to kill	<ul style="list-style-type: none">Disable melee kills from playerEnable guards to shoot back, making encounters more challenging
Adding sudden jump scares	<ul style="list-style-type: none">Hand or footprints appearing as the player approaches a canvas
Ghosts felt too uniform	<ul style="list-style-type: none">Design ghosts with unique behaviors to diversify gameplay
Repeating the same smiling face on every canvas felt underwhelming	<ul style="list-style-type: none">Add narratives to each canvas, such as backstories for the ghosts or details about the artist who created the painting, to make the experience more immersive

While these enhancements were beyond the scope of this level design challenge, I’ve noted them for future updates. When time permits, I aim to integrate these ideas to enrich the level with deeper art and narrative elements.