



SIPHON MASTER TEST REPORT

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INTRODUCTION

This section outlines the features of the current prototype of Siphon Master.

It also contains information from the Siphon Master design document for quick reference:

- Introduction
- Learning objectives
- Rules

CURRENT PROTOTYPE

The current [Siphon Master prototype](#) was created using Game Salad. It is available through the Game Salad arcade and contains one playable stage.

Features:

- The prototype contains enough finished artwork, music, and sounds to create the desired ambiance for this game.
- The characters are not complete, although the player is able to choose a customer image before playing.
- The majority of the rules described in the Design Document are implemented.
- The scoring AI is not complete; however, the game does provide a reflection screen as well as a reward screen.

The user interface is built out to include the following:

- Menu screens,
- Level select screens
- Trophy room

These user interface elements were included to demonstrate the planned scope of the game demonstrate the planned scope of the game and determine the playtesters' motivation to unlock new content.

INTRODUCTION TO SIPHON MASTER

Siphon Master is a relaxing 2D simulation game designed to teach anyone the nuances of professional coffee siphon brewing technique.

Description

By playing, you become a Siphon Master. Practice coffee industry-approved methods of making perfectly brewed siphon coffee in real time. Entertain a variety of interesting customers by preparing siphon coffee. Learn how proper technique leads to accurate extraction while unlocking new levels. Face a new challenge every level, and earn badges to earn the chance to test a wide variety of siphon brewing equipment. Claim rewards that expand your general coffee siphon knowledge each time you prepare coffee.

Genre

Serious stylized simulation

Players

Single player

Platform

Designed for mobile

LEARNING OBJECTIVES

Primary Objectives – practical and technical knowledge

- Understand the essential tools and accessories related to siphon brewing
- Learn to brew coffee using a coffee siphon
- Rehearse accurate timing
- Become familiar the cause and effect nature of siphon brewing

- Anticipate common technical difficulties in siphon brewing
- Learn how specific technical errors relate to sweetness, body, and acidity in the cup

Secondary goals – expand the learner’s coffee siphon literacy

- Test less-common siphon techniques
- Test a variety of siphon styles and accessories currently available on the market
- Learn key moments in siphon brewing history

SCORING AND FEEDBACK

Artificial Intelligence

The artificial intelligence has three primary functions in this game.

1. Determining whether the player has earned rewards (dome, or badge)
2. Determining whether the player has unlocked content (levels)
3. Calculating the player’s score and/or if they have instant failed a level (see rules)

Rules

1. Add water (instant fail if not added first)
2. Add brewing chamber
 - a. Brewing chamber spawns un-sealed from base
 - b. No points subtracted if this is added after step 3, but before step 5
 - c. If brewing chamber is clicked, it will seal upright on base (instant fail if chamber is sealed before step 5)
3. Add heat source
 - a. Heat source will automatically spawn at high heat
 - b. If clicked, heat source will be turned to low heat

- c. Invisible timer will begin
 - d. If heat level is changed, the timer will reset
4. Wait for water to boil
 - a. If heat is on high, this will occur 30 seconds after the heat was added.
 - b. If the heat is on low, this will occur after 1:30 minutes
5. Seal brewing chamber on siphon base
 - a. Invisible timer will begin
6. Wait for water to ascend into brewing chamber
 - a. This will begin 10 seconds after sealing the chamber and complete after a total of 30 seconds
 - b. Instant fail if the player attempts to move on to any other step before the 30 second timer is complete
7. Turn the heat source to low
 - a. An invisible timer will begin
8. Wait for the water to transition from boiling to still
 - a. This will occur 15 seconds after the timer in step 7 starts
9. Add coffee grounds
 - a. A VISIBLE timer will spawn in the top right corner of the screen
 - b. May be completed at any time after step 6
10. Stir coffee grounds vigorously
 - a. By double-clicking the stirrer tool
11. When the VISIBLE timer is between 30-45 seconds, stir coffee grounds gently
 - a. By clicking the stirrer tool once
12. When the VISIBLE timer is between 1:00-1:20, stir coffee grounds vigorously
 - a. By double-clicking the stirrer tool
13. Remove the heat source
 - a. By double clicking it
 - b. May be completed before step 12
 - c. Instant fail if this step is completed before step 11
14. Player input is finished, AI will determine dome/no dome finish.

TEST PLAN

TESTABLE DESIGN ELEMENTS

Key Features

- Provides a relaxing, judgment-free training space
- Teaches siphon techniques approved by the Barista Guild
- Clear and immediate feedback on coffee extraction

Marketing

- Baristas want to improve their siphon technique
- Coffee siphons can be intimidating
- The target demographic will be motivated to play a casual video game
- Can be played in short blocks of time

Hooks

- Inviting, nurturing environment
- Rewards earned regardless of score motivating the player to complete their collection of badges and equipment

Learning Objectives

- Understand the essential tools and accessories related to siphon brewing
- Learn to brew coffee using a coffee siphon
- Rehearse accurate timing
- Become familiar the cause and effect nature of siphon brewing
- Anticipate common technical difficulties in siphon brewing
- Learn how specific technical errors relate to sweetness, body, and acidity in the cup

METHOD

I chose to gather testing data using a Google Survey. Since this game is aimed at coffee professionals, I targeted playtesters that already work in the coffee industry. I wrote the questions that target the above 'testable' elements in mind. Aside from above testable elements, I wanted to know if there were any bugs or confusing user interface elements in the prototype.

Process

1. Create a Google Doc containing instructions to my playtesters
<https://docs.google.com/document/d/1sAb32L9ab-A91j9PTqnEoMGY76cEnvodTKyMxXakHNM/edit?usp=sharing>
2. Provide links in the instructions to:
 - a. Siphon Master prototype
<http://arcade.gamesalad.com/games/155368>
 - b. Playtesting Survey
https://docs.google.com/forms/d/e/1FAIpQLSeObGzOBqm93fm1EATeW-eXbu0dHbczwlE9O9HQmE8boC7yjQ/viewform?usp=sf_link)
 - c. Tutorial video
<https://www.youtube.com/watch?v=b3pVahLZgA>
 - d. Siphon Master Pitch
https://drive.google.com/file/d/1UaRJE_J9rL_ocTsGs5oPZHdmnAi5Kj2h/view?usp=sharing
3. Forward instruction document to playtesters

Survey Questions

1. Have you ever brewed coffee using a Siphon?
 - a. Yes
 - b. No
 - c. Never heard of it!

2. How do you feel about Coffee Siphons? (select all that apply)
 - a. Excited
 - b. Indifferent
 - c. Intimidated
 - d. Too complicated!
 - e. This is my first experience with them.
 - f. Experienced
 - g. Other:
3. Describe your interest level in improving your Coffee Siphon technique.
 - a. Indifferent
 - b. I would like to improve for professional reasons.
 - c. I would like to improve for personal reasons.
 - d. This is my first introduction to Coffee Siphons . . .
 - e. I am uninterested in Coffee Siphons.
 - f. Other:
4. How long did you spend playing Siphon Master?
 - a. Your answer
5. In general, how did you feel while playing Siphon Master? (select all that apply)
 - a. Excited
 - b. Bored
 - c. Confused
 - d. Intrigued
 - e. Relaxed
 - f. Entertained
 - g. Other:
6. What factors contributed to your feelings while playing Siphon Master?
 - a. My past experience with coffee Siphons.
 - b. Artwork
 - c. Music and Sounds
 - d. Functionality of the game.
 - e. Possible rewards/scoring system
 - f. Other:
7. Did you feel frustrated at any point while playing Siphon Master? If so, describe what frustrated you.

- a. Your answer
8. Would you continue playing Siphon Master?
- a. No, the content available did not make me want to unlock more of the game.
 - b. No, I found playing Siphon Master too easy.
 - c. No, I found playing Siphon Master too hard.
 - d. Yes, I want to earn all the badges.
 - e. Yes, I want to improve my scores.
 - f. Yes, I think Siphon Master is an approachable way to improve my Siphon brewing.
 - g. Other:
9. Do you feel your knowledge of Siphon coffee brewing improved from playing Siphon Master?
- a. Yes, it was a good review.
 - b. Yes, after a couple tries, I began to understand how the brewer functions.
 - c. No, it was too confusing.
 - d. No, it was too easy.
 - e. Other:
10. Did your opinion of Coffee Siphon brewing change while playing Siphon Master?
- a. Yes, I feel more comfortable with Siphon brewing.
 - b. Yes, I like coffee Siphons less.
 - c. Maybe, I would need to see more content or play more to know.
 - d. No, I still hate the idea of using them.
 - e. No, I still love brewing with them.
 - f. Other:
11. Was the user interface of Siphon Master easy to navigate?
- a. Your answer
12. Did any malfunction inhibit your gameplay?
- a. Your answer
13. Any suggestions to improve the game are appreciated!

TEST RESULTS

So far there have been 5 responses to the playtest survey.

Link to responses spreadsheet:

https://docs.google.com/spreadsheets/d/1DlyPO3LY-frmgNvjP7Ar87Wp36m77mAjXnhIH_EQmmY/edit?usp=sharing

Link to responses graphs:

<https://drive.google.com/open?id=1q4WxoamvRQyXP56nRXfpCXI7sksLt0L->

MARKETING

- Players said they initially felt both excited and intimidated by the idea of brewing coffee with a siphon.
- While 4/5 players said they had prepared coffee using a siphon before, all 4/5 players also said they would like to improve their coffee siphon skills for either personal or professional reasons.
- 4/5 players would describe Siphon Master as approachable.

FUNCTIONALITY

- All players said they spent 15 minutes or less playing Siphon Master.
- All players responded that they found Siphon Master easy to navigate.
- Users did not report any critical malfunctions that inhibited normal gameplay.

LEARNING

- All respondents said they felt their understanding of Siphon technique improved after playing Siphon Master either because it was good review or because they learned through trial and error.

- Respondents that said they felt frustrated while playing also noted they were able to overcome their frustration by focusing more on the rules / watching the external tutorial video.
- 4/5 players said they felt more comfortable with coffee siphon brewing after playing Siphon Master.

ENGAGEMENT

- All players responded that they felt motivated to continue playing Siphon Master.
- No players reported feeling bored or confused while playing.
- Most players described their feelings while playing as intrigued, entertained, or relaxed.

TAKEAWAYS

I am very encouraged by the survey results. The fact that people want to continue playing Siphon Master is wonderful.

I received the feedback in person and on the survey that adhering to real time in this game may be a hinderance, especially at the beginning of the level when the player is waiting for the water to boil. Especially during the heating phase, I will consider altering time a bit. However, if more equipment was added, initial heat efficiency is a strong benefit of several heaters. Keeping the long warming time may multiply the reward of expensive equipment later.

A suggestion to give hints or more specific reasons for 'instant failure' would be helpful. I agree that specific hints should be included each time the player hits an instant fail condition. As it is, the generic 'sorry, that won't work' feedback could break engagement for some players.

A few testers expressed that having a tutorial built into the game would be preferable. The next prototype will be tested once the tutorial and scoring system are in place.