

Bang Bang Sorority Gang Usability Summary
By Evin Henriquez-Groves

Although the concept of Bang Bang Sorority Gang was significantly altered from its original plot line, players have overall given the new version positive feedback. Regarding the concept as well as the progression of my game, I asked gamers if they were satisfied in how they died when they lost, how often they died, which endings felt like wins, the overall relatability of the story and character, and whether or not the gamer would recommend this story to a friend.

In this video game concept there are a lot of ways to die, but the goal was to make all of these endings interesting and therefore not entirely disheartening when players came across them. There are multiple ways to lose, but it is up to the gamer to decide which ending they liked getting the most and how many different endings they could achieve. Player responses suggest that trying not to die was fun rather than tedious because of this. A majority of the feedback my players provided led me to believe that my story, although intriguing, was slightly surprising and confusing in the way it progressed. In response to this my objective is to provide more of the main character's background, because although I had a legitimate personal argument for the rapid pace and progression of violence, these details were not entirely understood by gamers.

On a related note, gamers most often said that they could not relate to the main character and the sporadic tendency towards violence but still enjoyed playing the game. This can easily be fixed by adding a personality point that all gamers experience such as internal conflict. I also believe that the video game concept of BBSG is a specific genre of play that not everyone gravitates towards. This is understandable, but it made certain data unhelpful as I do not plan to change my concept.

I would also argue that because it is a game, not all choices are logical or have bearing in real life, but because this did affect the relatability of my main character, this will be treated as an issue and will be fixed.

As for understanding the concept of sorority life and the navigation of it, players were interested and amused but wanted further development of plot lines that were simply there to create drama, and to encourage users to pick different paths based on small hints or clues within these subplots.

Overall user feedback shows that the length of the story is proportionate to the amount of times players die, and therefore encourages these players to go back and play again. I would therefore not want to include much more dialogue and background context fillers, but would rather rework the initial series of decisions and alter the voice of the narrator slightly when going back and troubleshooting/editing the above complaints.

As a game creator who has no experience in gaming, and who has a slightly different set of interests and tastes, I am really proud of BBSG and feel very positive with my responses although I recognize that I can still make it even better.