Introduction

- Design and Implementation of a live stream integration for the game Blastronaut. The live streaming platform used is Twitch.
- The integration is a separate version of the game that is played through the chat of a live stream where it is streamed.
- The aim is to see if this solution could be used as a way to promote Blastronaut.

Gameplay example

- If a user in the corresponding Twitch channel types the command for shooting, the in-game character shoots.
- Actions are done based on a timer. If multiple people type commands at the same time, the most frequently typed one will be chosen.

Implementation

- Game connects with Twitch using the Twitch API and reads the specified channel’s chat.
- Viewers play the game by typing specific commands into the chat which the game acts upon.
- Many systems were redesigned for this version as the flow of gameplay is very different. This included movement, shooting, ore collection, tasks, upgrading the character and the handling of character inputs.

User Testing

- Test group consisted of 8 people who all play video games and watch Twitch streams on a daily basis.
- They were also not familiar with Blastronaut beforehand.
- Testers joined the specified Twitch channel and playtested everything the game had to offer.

Results

- Feedback from testers was very positive.
- No one had any major issues with any of the redesigned mechanics, but suggestions for improvements were made.
- The stream sparked interest in Blastronaut, and more than half of the testers said they will visit the game’s Steam page. The majority of them even said that they will go there and wishlist the game.