

Playtest Feedback !

Overview

The playtest focused on evaluating gameplay mechanics, difficulty balance, and player engagement. Participants completed multiple attempts of the game, and were put under observation while doing so.

Key Feedback

Strengths

1. **Core Mechanics:** Both players praised the responsive controls, particularly how much control you have while jumping.
2. **Challenge and Engagement:** The lack of checkpoints created tension, motivating players to improve their performance.
3. **Visual Clarity:** High-contrast visuals made hazards easy to identify.
4. **Timer Feature:** Added competition and urgency, enhancing replayability.

Weaknesses

1. **Hazard Introduction:** Abrupt introduction of new mechanics caused frustration. Visual cues or brief tutorials were recommended.
 2. **Audio Feedback:** Missing sound effects for jumps and hazards reduced immersion.
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Observations

- **Player 1 (Experienced Gamer):** Completed the course in 3 attempts, average time 2:45. Suggested adding actual scoreboard.
 - **Player 2 (Child Gamer):** Required 7 attempts, average time 5:10. Found the lack of checkpoints frustrating but appreciated the challenge.
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Next Steps

1. Smooth out the difficulty curve and improve hazard onboarding with visual indicators.
2. Add sound effects for key actions to enhance immersion.
3. Introduce an optional checkpoint mode or additional level to broaden appeal.

The playtest confirmed strong engagement while highlighting areas for refinement to improve accessibility and replay value.