Playtest Results and Summary

# Q1: Were mechanics easy to understand?

All of the participants replied with a “Yes”. However, thewy also raised some issues. Some wanted an indicator or a sign as to how to play and where to go (0001, 0003, 0008) and some have stated that they pressed the space key to jump and instead learnt to attach/detach (0004, 0009) Something to improve in the future is whether to have either signs or GUI text box to both direct the player on where to go and how to play and whether to keep the space key as the detach action.

# Q2 and Q3: How does the attach/detach feel and work?

Overall, the participants scored the way the attach/detach action worked higher than how it felt. The reason as to why it is like that is not the clear, however some participants have commented that they prefer the space bar as the jumping key instead of the detaching action (0012, 0013). Also some participants commented that the actual attach and detach action was fast (0002, 0005). As for how it worked, the main issue the participants raised is that they did not have a choice to attach with the other body parts (0001, 0005). One of the participants wanted for some momentum as they attached with a body part (0002).

# Q3, Q4 and Q5: How does movement, jumping and camera movement feel?

A lot of the participants have mentioned that the character moves too fast (0002, 0004, 0005, 0009) and jumps too high or can manipulate the environment to jump higher (0001, 0005, 0006). I think that player movement and velocity of his jumps should be the main focus at the moment as it is the thing that people have noticed the most. As for the camera movement, only two participants had issues. 0002 noted that it was a little jarring while 0005 would have liked it be zoomed out a little.

# Q7: Thoughts on level of zoom.

Only two participants had problems with the zoom (0001, 0004). Both stated that they wanted to see more as they either did not know what to do or were afraid that they will fall.

# Experience:

All of the participants had a lovely experience. In particular, the participants loved the spider climb level, as it was quite unique from the other two levels and had a very interesting mechanic.

# Art and Animation:

All of the participants enjoyed and liked the animations, have noted that it could be slightly too fast. 0001 also commented that he would like to see more such as idle, taunts etc.

As for the tile layers, all stated that it fitted both the theme of the game and style fitted the game. Four of the participants preferred the second version (brown) of the tile layer instead of the first version (0004, 0005, 0007, 0012).

# Summary:

In conclusion, I believe that this game is starting off in a good step. The game has some interesting mechanics and interesting gameplay. The first thing that I think we should focus on as a result of this study is to improve the player movement. The key problem of the game is that it can get quite hard to control it, especially with the jumping action. As the player is supposed to fully be able to move the character any way they want, this problem can easy infuriate them and take them out of the game. Once that has been solved and fixed, we can move one to either adding for design elements to make it aesthetically pleasing as well as determine if the art style helps the player to be immersed in the game; or focus on the minor issues that some playtesters have raised, such as the level of vision, adding an instruction page for the player to know the controls and giving the player the choice to attach or not.