

# Keo's Tall Tale

## Play Testing

In my play test I included a small questionnaire to find out what was liked and dislike about the game. Due to errors with the initial build, there were complaints that followed. Overall the experience of play testing was good. It provided much needed feedback about what people liked and didn't like.

Surprisingly, one of the biggest things people liked about the game were the ghost enemy fish. While they didn't seem over threatening, the overall appearance of the fish and how they moved around during their patrol and chase people did find enjoyable.

The questionnaire provided some much needed feedback. While the questions were simple, they did provide a lot needed feedback about the game as whole and where some bugs occurred during play testing. The questions that were posed to the players after they were done playing the game were as follows:

- How much time did you feel like you were playing for?
- What was your favorite moment or interaction? If you have more than one, you can name them all.
- What was your least favorite moment or interaction? If you have more than one, you can name them all.
- Were you ever confused, frustrated, bored?
- Was there anything you wanted to do that the game wouldn't let you do?
- Would you play the game again? If not, please explain why.

Some of the feedback received through the play testing has made it already into the style guide. One big thing was overall aesthetics of the foreground. Sometimes due to placement, trees would get in the way of the players visual line of site when having to jump to the next log or area. This would cause the player to either over compensate their jump, or fall short.

Game play was another key thing that will need to be looked at. Jumping was not always responsive. I will need to go over coding to see if its something I can control, or check to see if it is something else that is out of my control that I can try to fix by changing things I can control.

The last complaint was that there seemed to be lack of progression. Not a clear sense of where to go. Some times even having to back track to other areas. If back tracking is to occur, I need to make sure that there is nothing important to go back for. There also needs to be a better learning curve at the beginning of the game. So the players can learn all the controls before getting to puzzles that will depend on them.

As mentioned before, some fan favorites were the ghost fish, people really liked ho the fish moved, and one tester was disappointed that he didn't have the ability to kill the fish. So for the mos part, testers liked the fish, as well as the combat system. Will need to look into it further to provide better options if needed.

Overall this provided quite a bit of great feedback. A lot of the information provided by play testers will help me improve on what they did and didn't like. Would like to make some basic changes and try another round of play testing as soon as possible to see if the same complaints still exist, or if I have been able to improve enough that the complaints have moved onto other things.