**Results**

Level Skipping

One of the major problems found with the game were that most of the levels could be skipped although the game was still rated on average to be fun, I was told by participants that this broke the immersion of the game and made it less enjoyable for some while for others they found it more enjoyable that the game was broken.

Character Selection

Another part of the game that was found to be lacking was the characters as most participants exclusively played the panther as they could get over obstacles and past parts of the world that you were meant to complete as the bear but could bypass because of the panthers overall superior speed and jumping ability. This made some of the game lose purpose as it broke the immersion and fun of the game was taken away as you could just run past it or cheat your way to the end of the level this is evidenced by how fast some participants were able to reach 4th section of the level which was a falling pillar. Some participants being able to clear it in 20 seconds utilising the use of the broken walls and being able to jump over most of the puzzles.

Tooltips and Control Menu

Another issue that was brought up during play testing was that the controls were not displayed unless you found the prompts that were found around the beginning of the level, this made it annoying for some participants as they wanted to start but had to figure out the controls themselves or walk around the beginning of the level. Adding onto this the objective of the game was very vague and participants did not feel immersed as they did not know the motivation or story behind the world or the player most participants said that the objective was to “Complete all the puzzles” but this was said in a way that they were not sure leaving them confused as to what the purpose of the character and the game were.

**Discussion**

In this section I will be synthesizing my results that I have found over the course of usability research into the game “Kuthwala”.

Invisible Walls

Looking at the answers from participants it is obvious that a major “bug” is the fact that players can skip major parts of the game by taking advantage of the holes found in the invisible walls throughout the game. 3 of the 4 participants that I have interviewed said that skipping the level made the game less fun and broke how into the game they were. This meant that they cut a major amount of time off the game time and missed out on 4 puzzles. Although all of them said that they felt immersed into the game which showed that the game was interesting even with the invisible wall bug.

Invisible Walls Fix

From the results I could see that this bug is a major problem and made the game less fun for most of the participants. But from watching them play the game as I sat next to them when they played through the game. I could see where they were breaking through which makes it very easy to fix. Another problem with this is that one of the characters (Panther) made it incredibly easy to do this as you could jump across the map, so to stop this the panther character would need to be tweaked so that the character cannot jump as far and as high.

Character Selection

This is a problem that came up from participants during the qualitative and interview process where they would play the panther more than the bear some participants did not even play the bear