

## Play Test Journal

April 27 (Week 13):

- Looked at Luke and Robby's Prototype. Found no problems but did recommend a way of making the player character only jump once. Especially liked their dash option, definitely allowed the player to get over some long jumps.
- Looked at James' prototype. Can't believe that he is working in play canvas. Totally understand why he hasn't got lots of it done.

May 4 (Week 14):

- Looked at Chris' prototype. Noticed that while moving, if you moved either left or right, then moved up or down, the player character moved in a diagonal. Otherwise really liked his game design so far.
- Looked at Youngjun's pre-alpha. Overall game looked good. Found some difficulties with the small moving enemies. They didn't seem to damage the player character. Also noticed that the title screen was off center and needed adjustment to the left.

May 11 (Week 15):

- Looked at James' alpha. Overall worked as intended. He put some great music in. Personally feel that the music was a bit to long, but didn't comment about this due to the overall design of the game.
- Looked at Chris' alpha. Again, the game is improving. Made the same recommendation with that of the prototype.
- Looked at Kanyon's alpha. Game was great, didn't find any bugs. I gave some game recommendations, but he was able to find his own solutions.

May 12 + 15 (Week 15):

- Looked at Maximillian's alpha. Found it was overall great. Gave some recommendations on fixing those bugs, but couldn't find enough solutions.

May 18 (Week 16):

- Looked at Josh's beta. Overall great game and design. Didn't find any problems. Only recommended that he moved the whole game screen to the center of the browser.

May 22 (Week 16):

- Looked at Youngjun's beta. Again found no problems with his game. Only recommended that he set the score board at the top of his game and made it move with the screen.
- Looked at Kanyon's beta. Came out great. No problems or bugs found.