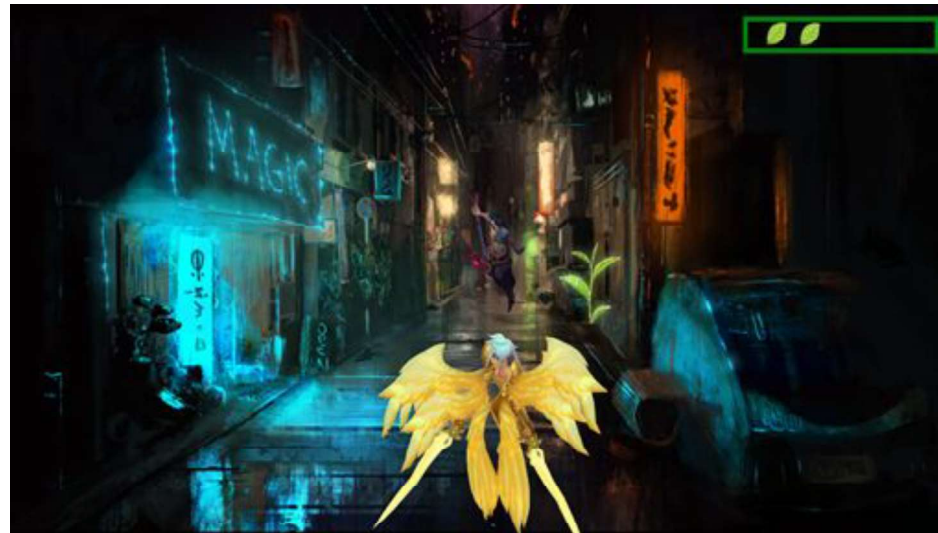# Player Feedback Report Winged: Lost in Neon

Group 5
**74270 - José Maié**
81002 - Pedro Correia
82034 - Rafael Martins
90850 - Pedro Monteiro

From concept to paper

To represent the character, the players would use their fingers and would be allowed to move sideways, jump and interact with robots by snapping their fingers.
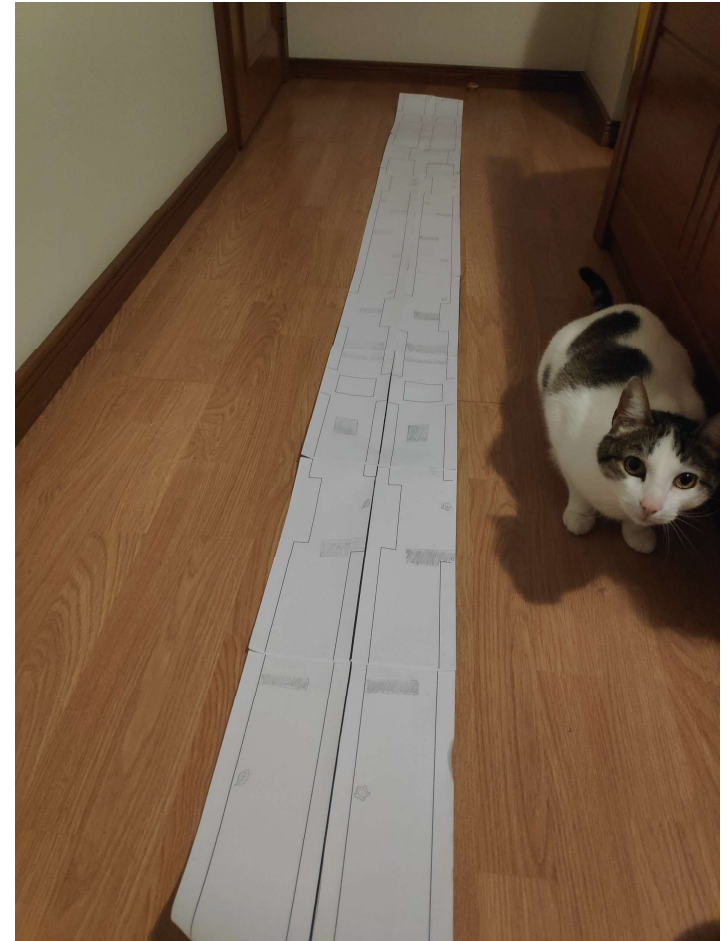
Meanwhile, we would pull the tracks and give points when players caught the items/interacted with robots and deduct points when they touched the obstacles or walls.
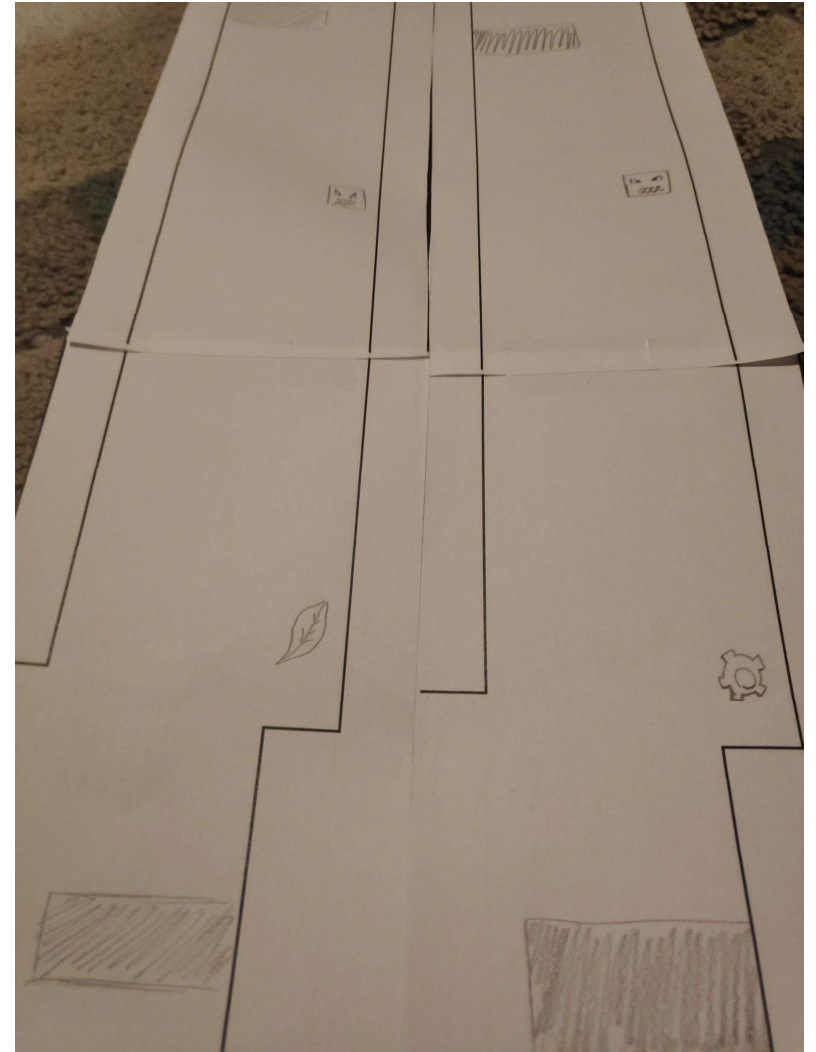
Sample and Personas

Games were played in pairs and each pair played 1 to 3 times depending on how well it went. In total, 10 people participated:

- 2 Elias
- 5 Mikes
- 1 Jenna
- 2 Natalies

Complete track with cat for scale (cat did not play)

Feedback: Obstacles are too simple

Feedback: The players expressed the need for more dynamic obstacles and more indications on which obstacles could be jumped and which couldn't.

Cause: Since we are using a paper prototype that had to be pulled, we could not use the 3d or dynamic obstacles that we used in our previous prototype.

Solution: We could have tried to glue more elements onto the track but this would make transport harder which would probably lead to damage. In the tech prototype there are already different kinds of obstacles and in subsequent development more dynamic and more unique obstacles will be developed.

Feedback: Actions not intuitive

Feedback: Two players said that it was not intuitive if you could jump over certain objects. It was also said that snapping fingers seemed strange when encountering the robots. They suggested Mario style jumps over enemies.

Cause: In the game, the player will have several possible actions to perform, such as dash, double jump, fly, dodge, etc. We tried to come up with actions that could be used to represent different actions while only using their hands but even snapping was considered unintuitive. We also thought of using cards but this would break the flow of the race.

Solution: This is a fault with the paper prototype, not reproducible in the tech prototype.

Feedback: Lack of interaction between players

Observed behaviour: We observed that there was little interaction between players.

Cause: Even though we tested the game in pairs, in the paper prototype we did not create the tools to promote interaction. Player's actions did not affect their opponents in the other track.

Solution: In the tech prototype there will be more direct and indirect interaction that the players can use against each other. The items and enemies will provide speed and morph the level in a player's favour, so that the players are encouraged to contest these resources.

Feedback: Who wins?

Observed behaviour: We observed repeatedly that players wanted to advance more than their opponent to reach the goal first.

Cause: Since there was no way to make the game fair by controlling the speed of the players and it was impossible to manage different positions for the 2 tracks we decided to keep the tracks parallel and to prevent players from moving along the track.

Solution: Players feel very rewarded by reaching the goal before their opponents which will be the goal of the final game.

Tech feasibility prototype with Unreal Engine