Matt Vs Jim

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Body Language:

Start of the gameplay:

Both were eager to play the game and this could be shown from their gameplay and enthusiasm.

These two players had a similar response to Alex and Connor last week, however, their enthusiasm lasted longer throughout the game. Also, these two loved the comedic/humorous parts in the game, for example the chickens and the two characters assets.

Just like Connor and Alex they found the level to be unplayable, and they thought it was too sudden as they just got into the rhythm of the game. Their emotions and body language after this were not as passionate or delighted by the game. This was shown by their posture being more laid back and they were laying into their chairs instead of when they first played and they were sitting upright and close to the monitor.

During gameplay, one of them was hit by the first chicken and when flown back, they seemed confused because they didn’t know the chicken blew up and thought it just hit them disappeared and they flew back. This threw off their immersion.

Matt and Jim did ask if we were going to add sounds and I told them about the sounds we already had but we needed to add them in the exe. And they really liked the idea of that, and asked when that is done if they can play it again.