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CS 4700: Game Development  
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### Assignment 3 - Bitsy Playtest Notes

Playtest 1:

Tyler (011769329) [trstamp@cp.edu](mailto:trstamp@cp.edu)

- Thought there was a secret behind the painting
- Taking the orb breaks the game
- Exit borders are not consistent
- Bottom area incomplete
- Screen transitions are pretty cool
- Liked the artstyle and all the complete stuff
- Idea of collecting key items and opening the door at the end

Playtest 2:

Maximum Wilder-Smith

- "I thought I can interact with this tile"
- "I am not sure what this is supposed to represent"
- "Oh yeah I noticed the secret fast"

Playtest 3:

Eric Vitolo (013076245)

Chris Anderson (014105585)

- "I dont believe these are simple bunnies"
- "At least I didnt drop my ball this time I got stuck in the door"
- "I was drawned to the red"

Playtest 4:

Gustavo Peralta (009993893)

- In the middle of midterms I can't get that (can't interact with middle thing in the starting zone)
- "Is that supposed to be blood coming out of the guy's mouth"
- "Wait, am I the secret developer all along?"
- Door in overworld doesnt work!? (Not supposed to be there)
- "Oh, this is the village thing!"
- Cant go down from main hub
- "I like the game boy aesthetic" (in the hub)

Playtest 5:

Natalie Chang (011951849)

Daniel Lecona (011983946)

Anirban Manna (011818911)

Jacky Yang

- The door in the blue zone is invalid
- "So beautiful" (in regards to the white zone)
- Should there be a door there (in regards to the left path of the forest)
- "You could really imagine going in and out of the door"
- "The maze is really good, not sure if the relic is supposed to have a door at the end"
- Add a panning effect to the maze
- Lore thing in the beginning was kind of confusing

Playtest 6:

Raul Pabian-Cruz

Andrew

- Why is the exit from the top area on the right side when the door is visibly on the left side
- Cant find the important relic up ahead