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CS 4700: Game Development  
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### Assignment 3 - Bitsy Playtest Notes (Other Games)

Playtest 1:

“After School Mystery”

- The puzzles were very enjoyable and look forward to how they can grow.
- The room where the layout is pink and yellow really hurts my eyes, I think it might be hard on other people’s eyes as well.
- Maybe it was me but I was only able to find 2 of the required 3 key items and I didn’t know where I wanted to go or what I explored.

Playtest 2:

“What remains?”

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Jacky Yang

- Visually pretty
- I’m not sure where I’m supposed to go actually.
- I thought there were places I was able to go, turns out the room wasn’t made yet.
- Once I found the places I could explore, I was still unsure as to what I was supposed to do in the game.

Playtest 3:

“Trippo”

- Nice visuals
- The game was confusing as to where I should head, but once I found the room and went to another world it was a little bit easier.