Level Design: Difficulty Thresholds

Most developers accidentally make their games extremely hard, and it makes sense. When making a game, you become an expert at your own game. You end up being the best player there ever was of your game, well, until its release.

Because your skill increases as you are making, and testing your game, this makes the level design difficulty harder to manage over time.

By the end of the development, new developers rarely have a gauge of what is too easy or too hard.

This is when testing on new people is instrumental.