­­Playtesting Parameters

Gameplay:

* Smoothness and ease of control
* Entertainment value
* Sauce

Tech:

* Does everything feel like it should?
* How much do they enjoy breaking shit

General Notes:

Test 1

* Able to get to the end of the level basically right away
* Keeps getting stuck on the horizontal of objects
* Never really got to the objects
* The restart button really needs to work
* Jumping around is fun!
* Ctrl is an awkward keybind
* Grabbing is jaaanky, but they felt motivated to do it
* Kind of sad when stuff was smashed?
* “What else can I move?” Maybe the cardboard boxes would be good?
* “Can I jump on him?”

Test 2

* “How can I tell what I can and can’t grab?”
* Crosshair for sure

Test 3

* Variations of broken objects
* Feels scripted
* The props are disproportionate to the environment
* “smack these boxes, yes” Good!

Test 4

* “I got to the top of this platforming challenge, now what?”
* You can move things you’re standing on

Test 5

* Broken things are really weird
* Seriously not being able to get out of that bottom room is a big hassle
* You’re completely locked out unless you alt f4
* Jumping seems fine, if a bit too high?
* “Being able to just push things would be cool”