

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

The player seems to understand how to play after a few minutes.

They seem to enjoy the simple puzzles that are present. More complicated ones might be more enjoyable.

In-Game Questions

Why did you make that choice?

I was just clicking to see what the controls were and that led to me finding the dual mechanics of the game. The other controls were easy to find from my habits.

Does that rule seem confusing?

Not really, it was easy to understand that both character have to reach the end to continue on.

What did you think that would do?

I thought the red button would allow for some way to progress, but wasn't sure what it would do for sure. I thought the same with the pink platforms.

What is confusing for you?

It did take a little while to understand how to use the button and the gem functions.

Postgame Questions

[Questions you ask the testers as they have played]

Was it easy to understand what the controls were?

Was it difficult to find the dual character mechanic of the game?

Did you know what you had to do with the characters once you found that there were two of them?

What is obvious what the red square and pink platforms were meant for?

Did any of the controls seem confusing to you?

General Questions

What was your first impression?

I like the dual character mechanic of the game. Trying to control two characters in a puzzle game sounds very intriguing and could make the game very fun.

How did that impression change as you played?

I thought that with more complicated puzzles the mechanic would become increasingly enjoyable.

Was there anything you found frustrating?

The lack of instructions for controls. I had to take a few minutes to figure out what was going on.

Did the game drag at any point?

Only when I got stuck at the red button part of the game. I wasn't sure what to do as the controls weren't

very obvious.

Were there particular aspects that you found satisfying?

Not particularly.

What was the most exciting moment in the game?

When I got though the red button level.

Did the game feel too long, too short, or just about right?

It felt short right now with there only being 4 levels to play through.

Formal Elements

Describe the objective of the game.

You have to take two characters, both controlled by you, and have them reach the end of the stage together.

Was the objective clear at all times?

Yes.

What types of choices did you make during the game?

I had to choose which characters to move at certain points to get through a couple of the levels.

What was the most important decision you made?

Which character to move first at the last level.

What was your strategy for winning?

I just tried to use the most optimal path.

Did you find any loopholes in the system?

Not in the time that I played.

How would you describe the conflict?

I would say its a mental struggle trying to figure out what to do.

In what way did you interact with other players?

I didn't, at least not when i was playing.

Do you prefer to play alone or with human opponents?

If there was a multiplayer option I think it could be interesting, but it was fun playing alone for now.

What elements do you think could be improved?

More levels in general and increasing the difficulties in the additional levels would be nice.

Dramatic Elements

Was the game's premise appealing to you?

Yes.

Did the story enhance or detract from the game?

I didn't really notice a story so no.

As you played, did the story evolve with the game?

I didn't notice an evolution of story.

Is this game appropriate for the target audience?

I think the game is playable by everyone.

On a piece of paper, graph your emotional involvement over the course of the game.

Did you feel a sense of dramatic climax as the game progressed?

Not really.

How would you make the story and game work better as a whole?

I don't think the game really needs a story, I think it can be enjoyed without one.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Rules were a bit hard to understand.

How did the controls feel? Did they make sense?

They felt good, everything was responsive and controls felt natural.

Could you find the information you needed on the interface?

There was nothing added yet to show me what to do.

Was there anything about the interface you would change?

I would add some things to show controls.

Did anything feel clunky, awkward, or confusing?

A had an instance where the jump mechanic broke, but other than that it was fine.

Are there any controls or interface features you would like to see added?

Only something to show controls and an exit button.

End of Session

Overall, how would you describe this game's appeal?

It is fun, I think adding some more levels that are more difficult would make it much more fun.

Would you purchase this game?

It depends on the price, but I wouldn't be apposed to it.

What elements of the game have reacted you?

The puzzle systems.

What was missing from the game?

A pause menu and a little tutorial or controls instructions.

If you could change just one thing, what would it be?

Some of the colors to make it more vibrant.

Who do you think is the target audience for this game?

I think its for everyone, but maybe for a young teenage audience.

If you were to give this game as a gift, who would you give it to?

Maybe my brother or a friend.

Revision Ideas

[Ideas you have for improving the game]

Adding instructions about the controls could help, it took me a few mins to understand that there are multiple ways to control the characters.