Observations and Playtester Comments - Mel

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Playtester switched between scenes. I switched to check my progress on the other scene because I couldn't remember where I was up to

Does that rule seem confusing?

No, it made sense to me that the switch would require me to interact - like pressing e, and the pressure plates are activated by me standing on it.

What did you think the diamond would do?

I have no idea.

What is confusing for you?

I wasn't aware for the first two levels that you were playing both characters, it just seemed like you were redoing the same level with two different characters.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

The splash screen made me think it was a space themed game and I was a little thrown off.

How did that impression change as you played?

I think I understand the game more after playing, the characters were black and white and are meant to represent yin and yang?

Was there anything you found frustrating?

Not being able to jump or move while the platform was moving was frustrating because usually in other games it lets you move. The diamond doesn't change in state when I click on it so I'm not 100% sure that I've interacted with it.

Did the game drag at any point?

Yes, but only because I had figured out how to do the puzzle but I kept missing the jump.

Were there particular aspects that you found satisfying?

It was cool when the two scenes merged, that was an interesting feature that I haven't really seen in other games before.

What was the most exciting moment in the game?

The most exciting moment was definitely when I made the jump, where I had to land before the platform closed.

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

Just about right, but mostly because I struggled to make the jump.

Formal Elements

Describe the objective of the game.

Use the characters to help each other reach the door.

Was the objective clear at all times?

No, I was told the objective on the 2nd level because I wasn't understanding that the characters affected each other.

What types of choices did you make during the game?

Bad choices haha. I tend to like to try things before actually thinking about it so it made the game much longer than it needed to be.

What was the most important decision you made?

Instead of trying to get as far into the level as possible in the first go, I switched between the two sides to see what the level entailed before moving.

What was your strategy for winning?

Look at both sides of the level and plan out how the level should be solved. There are new things in each level though and that makes it difficult to know which platform is going to move

Did you find any loopholes in the system?

I fell off the side of the gate and couldn't get back and was stuck to one side of the screen.

How would you describe the conflict?

The two characters are trying to help each other reach the gate. I don't think there's a huge amount of conflict?

In what way did you interact with other players?

The game isn't co op if that's what you mean? But I guess I play two different characters and they change the

game environment for each other.

Do you prefer to play alone or with human opponents?
I would prefer to play co op with someone else, but the game would perhaps be too easy if it was co op.

What elements do you think could be improved?
The explanations could be more engaging and easier to read. Like if there was an image of the key rather than pure text. I'd like to see some sort of confirmation feedback when I interact with things, like sound and a change of state like colour?

Dramatic Elements

Was the game's premise appealing to you?
n/a

Did the story enhance or detract from the game?
n/a

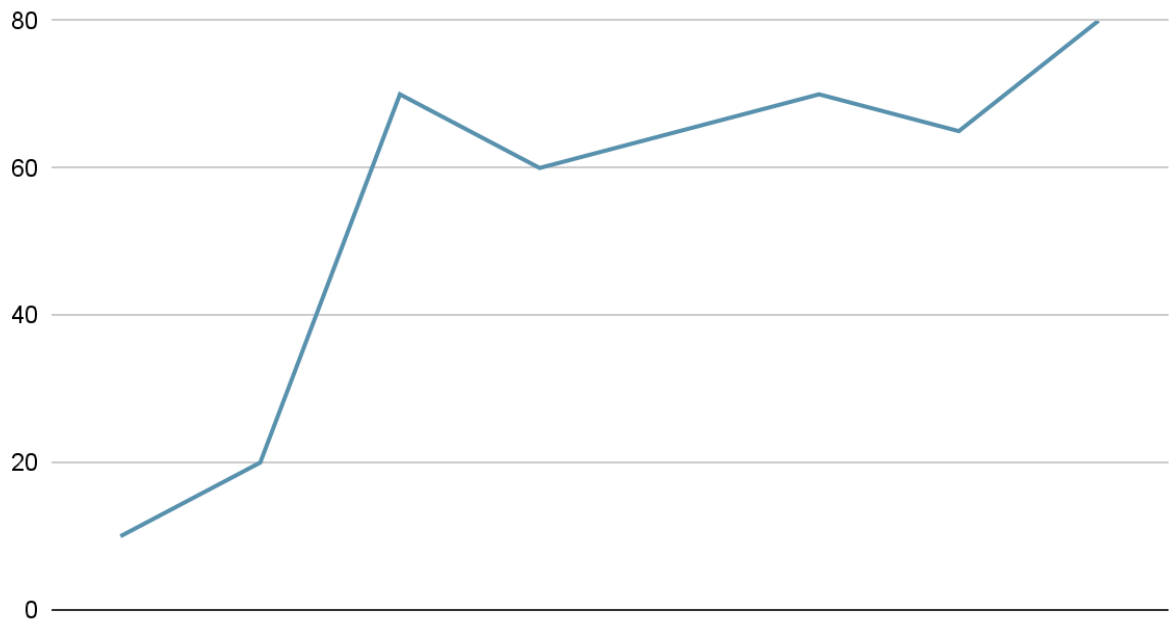As you played, did the story evolve with the game?
n/a

Is this game appropriate for the target audience?
n/a

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

Emotional involvement

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

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

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes, but they weren't explained directly by the rules. Like not being able to move when you're on a platform, I found out when I tried to move. I would prefer the rules to be more visual like an 'e' key rather than just being pure text.

How did the controls feel? Did they make sense?

I didn't know how to complete the level or switch between scenes.

Could you find the information you needed on the interface?

No, I think I'd like for the controls to be introduced and then shown somewhere in the menu

Was there anything about the interface you would change?

I guess the game is still in the early stages, so the model being 3d shaded and the rest of the game being 2d doesn't exactly match. And the colour and font of the instructions are too bright and don't match the game very well.

Did anything feel clunky, awkward, or confusing?

I found the movement clunky when you were trying to make a jump because it's not very forgiving. I found it confusing when there was no feedback of input when I interacted with the diamond.

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

End of Session

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

I think it's a cool idea to play two different characters to work together.

Would you purchase this game?

No, but only because I typically don't like to buy games at all. And if I do I prefer co op games, and I place a lot of value in the aesthetics of the game

What elements of the game have reacted you?

This question is worded weirdly

What was missing from the game?

There was no ending? I finished the game but it didn't tell me that.

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

I'd improve the instructions in the game, because I was really confused in the beginning.

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

Anyone really.. But maybe 14-25yo who like puzzles and platformers.

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

Maybe someone who is relatively new to games since it's not very advanced, someone who likes puzzles and platform games.

Revision Ideas

[Ideas you have for improving the game]