

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

I noticed that the white player was trapped inside of a box, so I decided to switch to the other one to see if there was anything I could do to remedy the situation.

Does that rule seem confusing?

I think the rule makes complete sense; the tutorial explained it was a core mechanic of the game so whenever I got stuck with one player it seemed natural to switch to the other.

What did you think that would do?

I thought that I would find a way to escape the box.

What is confusing for you?

This mechanic was not confusing for me.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

My first impression was good because the players were animated quite well so the game seemed polished.

How did that impression change as you played?

My impression remained positive as I played through the game.

Was there anything you found frustrating?

I found it slightly frustrating when I missed a jump and had to re-do it.

Did the game drag at any point?

No I had fun playing, honestly I wish there were more levels.

Were there particular aspects that you found satisfying?

I found the platforming to be satisfying due to the nice animations.

What was the most exciting moment in the game?

The most exciting part of the game was beating the final level.

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

I think that the game felt a bit short.

Formal Elements

Describe the objective of the game.

The objective of the game was to get to the door/portal at the end of the level.

Was the objective clear at all times?

The objective was clear at all times.

What types of choices did you make during the game?

I had to decide when to swap characters and when to interact with objects in the environment that would manipulate the level.

What was the most important decision you made?

The most important decision was deciding when to switch characters.

What was your strategy for winning?

My strategy for winning was to switch characters whenever I got stuck until I could reach the end.

Did you find any loopholes in the system?

No.

How would you describe the conflict?

The conflict was simple: reach the end of the level.

In what way did you interact with other players?

I had to swap between players.

Do you prefer to play alone or with human opponents?

As far as I know there is no way to play against human opponents.

What elements do you think could be improved?

I think the levels could be made more beautiful.

Dramatic Elements

Was the game's premise appealing to you?

Yes, I like platformers.

Did the story enhance or detract from the game?

There was no story.

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

The game's premise is simply to get to the end of the levels throughout the entire game.

Is this game appropriate for the target audience?

Yes.

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

I would say that I became more involved after the tutorial section because the levels became more difficult and engaging.

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

Yes because the levels progressed in difficulty.

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

I would make the story more clear.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes, the tutorial section explained everything clearly.

How did the controls feel? Did they make sense?

The controls felt good generally.

Could you find the information you needed on the interface?

Yes, the tutorial messages were useful in this respect.

Was there anything about the interface you would change?

No.

Did anything feel clunky, awkward, or confusing?

No, everything felt well thought out.

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

A level select menu would be cool.

End of Session

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

I would say that, as a basic platformer, it could appeal to anyone.

Would you purchase this game?

Yes.

What elements of the game have reacted you?

The player switching mechanic was engaging and fun.

What was missing from the game?

The story wasn't really explained.

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

I would rebind the character switching to a key on the keyboard.

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

I think this game could appeal to anybody.

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

My little brother.

Revision Ideas

[Ideas you have for improving the game]

Rebind player switching to KB key.