

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Does that rule seem confusing?

No, it made sense how to switch between the characters

What did you think the diamond would do?

I don't know.. But what it did made sense I guess. I knew the characters would merge but not the whole game

What is confusing for you?

I didn't read the instructions properly and couldn't remember the controls but I got a hang of it after.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

Aliens

How did that impression change as you played?

It didn't seem strongly themed around aliens in the actual game but the intro to the game was

Was there anything you found frustrating?

I couldn't jump when the platform was moving. Also I kept missing the jump

Did the game drag at any point?

Yeah but only when I figured it out but I couldn't make the jump

Were there particular aspects that you found satisfying?

Finally making the jump

What was the most exciting moment in the game?

When I speedran one of the levels and didn't miss any jumps

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

It felt ok.

Formal Elements

Describe the objective of the game.

Move both characters as a team to reach the door

Was the objective clear at all times?

yes

What types of choices did you make during the game?

Try to move the characters one after another

What was the most important decision you made?

Not dropping straight into the door because there was still stuff to do for the other character

What was your strategy for winning?

Thinking ahead

Did you find any loopholes in the system?

Not really

How would you describe the conflict?

In what way did you interact with other players?

Do you prefer to play alone or with human opponents?

I like playing solo usually

What elements do you think could be improved?

I think the game could be more interesting if the actual levels were space themed

Dramatic Elements

Was the game's premise appealing to you?

I like puzzles so it was alright

Did the story enhance or detract from the game?

Neither, i guess it gives you a reason for why you're trying to reach the door but it didn't add much apart

from that

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

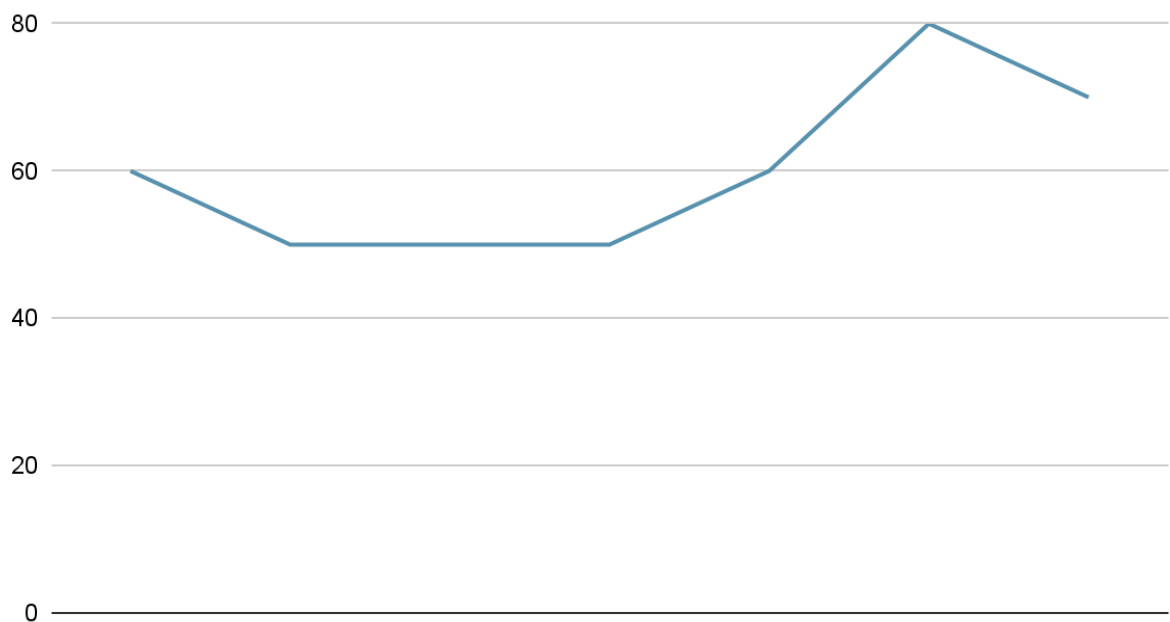
No not really

Is this game appropriate for the target audience?

I'm not sure who the target audience is

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?

The levels got harder so yeah

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

If the levels were alien and space themed

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes, the rules were straight forward

How did the controls feel? Did they make sense?

Yes the controls made sense

Could you find the information you needed on the interface?

Yes, the controls are in the menu.

Was there anything about the interface you would change?

I guess the ui could be more polished

Did anything feel clunky, awkward, or confusing?

Just the movement could be improved

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

Maybe if there were more animations on screen

End of Session

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

If you like puzzles and maybe if you like aliens?

Would you purchase this game?

Yeah maybe if it was more finished and it was cheap

What elements of the game have reacted you?

What was missing from the game?

Stronger theming in the levels

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

Allow movement when you're on a platform

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

People who like aliens and puzzles

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

Maybe my friend who likes puzzles

Revision Ideas

[Ideas you have for improving the game]