

Observations and Playtester Comments

In-Game Observations

This looks like a fun two player puzzle game, or a single player puzzle game where you control two fun lil characters.

In-Game Questions

Why did you make that choice?
Does that rule seem confusing?
What did you think that would do?
What is confusing for you?

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression? Looks nice, has a very nice vibe and is just a vibe overall.
How did that impression change as you played? My impression did not change much as i played
Was there anything you found frustrating? The controls told me E to interact while it was right click, had me annoyed
Did the game drag at any point? No
Were there particular aspects that you found satisfying? Character animation was satisfying
What was the most exciting moment in the game? When i figured out the last puzzle
Did the game feel too long, too short, or just about right? A little short, i was able to beat it fairly quickly

Formal Elements

Describe the objective of the game. To use two characters in different settings and have them interact with their environment to help the other reach the end
Was the objective clear at all times? Yes
What types of choices did you make during the game? I made choices between which pressure plates to step on and what steps to take to ensure completion.
What was the most important decision you made? Deciding which interaction would come first
What was your strategy for winning? Think out the puzzle before playing.
Did you find any loopholes in the system? No
How would you describe the conflict? No conflict exists
In what way did you interact with other players? I did not interact with other players

Do you prefer to play alone or with human opponents? I have no preference, both are fun.

What elements do you think could be improved? Movement dynamics, i was able to get stuck on an elevator multiple times.

Dramatic Elements

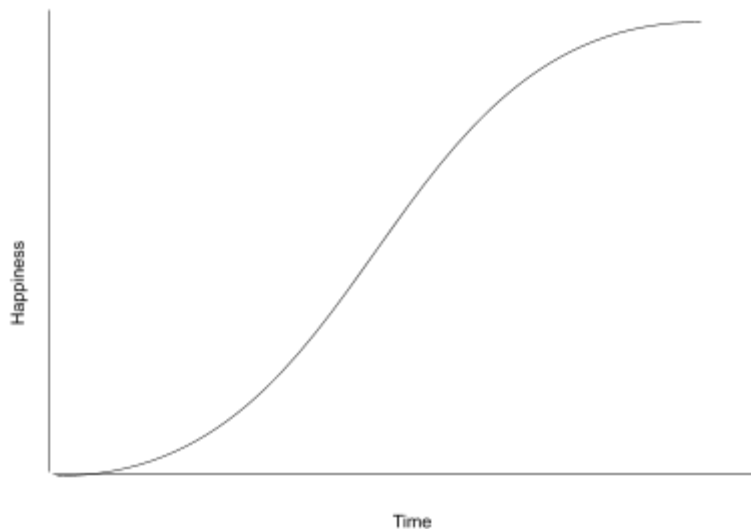
Was the game's premise appealing to you? Yes

Did the story enhance or detract from the game? No comment

As you played, did the story evolve with the game? No comment

Is this game appropriate for the target audience? Yes

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? Yes

How would you make the story and game work better as a whole? I would improve the story to make sense, why are there two random dudes stuck in this puzzle

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand? No, E did not interact, right click did

How did the controls feel? Did they make sense? Yes

Could you find the information you needed on the interface? Yes

Was there anything about the interface you would change? No

Did anything feel clunky, awkward, or confusing? The elevators

Are there any controls or interface features you would like to see added? Maybe some fun mechanics the player can pick up

End of Session

Overall, how would you describe this game's appeal? Pretty appealing, a fun short game to pass the time and challenge your brain.

Would you purchase this game? No

What elements of the game have reacted you? The puzzle aspect and the multiplayer potential

What was missing from the game? More levels

If you could change just one thing, what would it be? Nothing

Who do you think is the target audience for this game? All ages, anyone can play this and have fun

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

Revision Ideas

More levels, custom art, more mechanics that are not too complicated, otherwise the rest of the game has a good idea that just needs to be executed well.