

Observations and Playtester Comments - Raul

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

I thought that I would pass the level with one character before realizing I needed both to be at the goal.

Does that rule seem confusing?

A little at first, but makes sense after figuring it out.

What did you think the diamond would do?

Give me points.

What is confusing for you?

Spinning gold things usually signify currency or something that goes up.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

Short and simple.

How did that impression change as you played?

Decent puzzle game where I need to learn from my mistakes.

Was there anything you found frustrating?

Some jumps were hard and took multiple times, requiring proper timing and spacing.

Did the game drag at any point?

Level 10 seems like an extreme level.

Were there particular aspects that you found satisfying?

Ending a level after watching it all come together.

What was the most exciting moment in the game?
Watching the pressure plates interact in both worlds.

Did the game feel too long, too short, or just about right?
Just about right if level 10 counts as a bonus.

Formal Elements

Describe the objective of the game.
Navigate through a puzzle that is split up between two worlds.

Was the objective clear at all times?
Yes except after merging the objective changed slightly.

What types of choices did you make during the game?
I focused on one character to get to the goal but as the levels progressed I had to think about them simultaneously in order to solve it.

What was the most important decision you made?
Learning where the pressure plates and levers move in order to position my character

What was your strategy for winning?
Develop a plan after seeing both character's worlds.

Did you find any loopholes in the system?
Not that I know of.

How would you describe the conflict?
N/A

In what way did you interact with other players?
N/A

Do you prefer to play alone or with human opponents?
Would have been fun if it was co op working together.

What elements do you think could be improved?
The look of the overarching theme seems very bland.

Dramatic Elements

Was the game's premise appealing to you?
Yeah It seemed fairly standard.

Did the story enhance or detract from the game?

The story made sense but levels did not reflect said story.

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

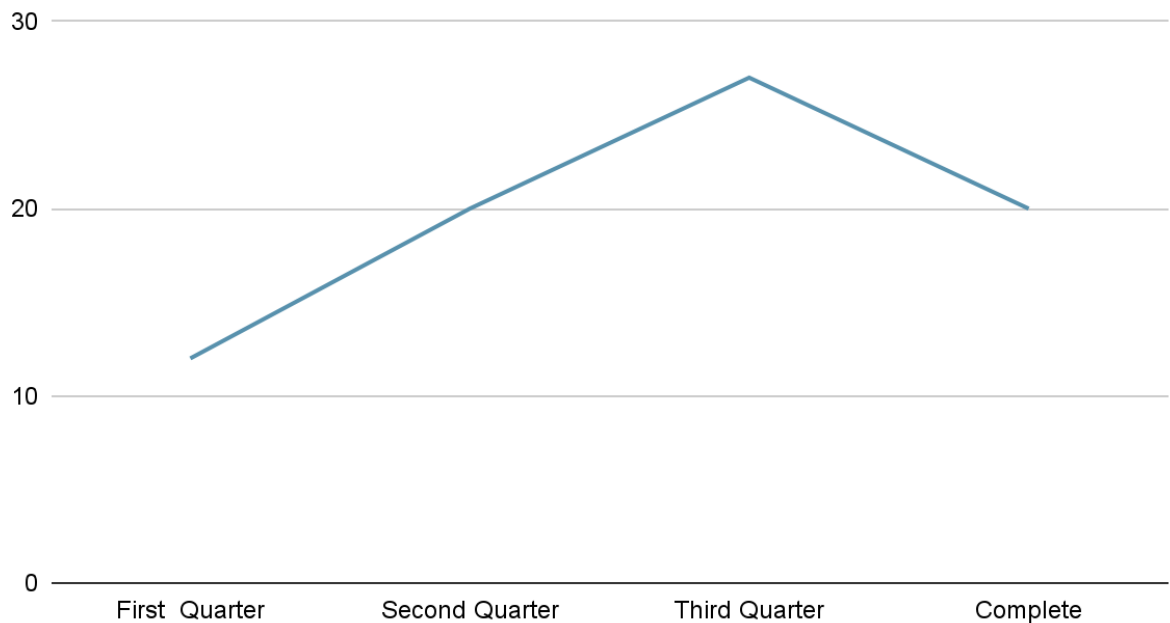
I think so? I'm pretty sure the combining of characters is part of the plot

Is this game appropriate for the target audience?

I believe so.

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

Emotional Level



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

Yes the levels increased in difficulty

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

Presentation of each level would add more intricacy

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes

How did the controls feel? Did they make sense?

Very left hand oriented.

Could you find the information you needed on the interface?

Yes but there was no way to change any settings or hotkeys

Was there anything about the interface you would change?

Say what level I am on or even just which world/scene I'm in.

Did anything feel clunky, awkward, or confusing?

It seems like the movement clips with a lot of invisible white walls of platforms.

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

More combination levels and controls for both hands

End of Session

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

I think it is interesting that they start as two and sometimes combine in order to get to the goal.

Would you purchase this game?

No

What elements of the game have reacted you?

When the characters merged

What was missing from the game?

A faster way to retry

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

Make sure the player knows the goal and how interacting with things can change in both worlds

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

Ages 10+

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

My girlfriend

Revision Ideas

[Ideas you have for improving the game]