

Observations and Playtester Comments - ypigma

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Does that rule seem confusing?

No, switching between characters makes sense

What did you think the diamond would do?

I thought it would do that bc it said it had to merge them by pressing e while being in front of the gem

What is confusing for you?

It wasn't as clear for some of the stuff, like having a mini example rather than being a whole level

Took me a while to understand it and a casual gamer wouldn't pick it up as easily

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

simple

How did that impression change as you played?

Not so much, i see it as an indie game and i heard it was made in 3 days

Was there anything you found frustrating?

When you're trying to run in some places, there's a boundary that stops you from running. That's the only thing there's an issue

Did the game drag at any point?

It's annoying in certain parts. There are certain parts where you're trying to move when the platform is moving

Were there particular aspects that you found satisfying?
Completing the level

What was the most exciting moment in the game?
Probably when it plays the music when you finish the level. The most satisfaction is when you finish bc otherwise you're just jumping or trying to solve the puzzle

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

Formal Elements

Describe the objective of the game.
Get both of your black and white person to get to the door, figure out what the puzzle is and solve it so you can get both of them in

Was the objective clear at all times?
It was pretty clear, it's simple and easy to understand you have to get both to the door

What types of choices did you make during the game?
You kind of have to think quickly and be decisive while you're doing it bc some of the levels, you have to do things quickly in succession.

What was the most important decision you made?
Probably deciding where you're supposed to go for each option. Where you place each individual and when you do it. You need them placed at the right place at the right time

What was your strategy for winning?
I would say the strategy is to think about every possibility and that should get you where you need to get. You have to think about each option and you'll have more chances of doing different things

Did you find any loopholes in the system?
When i went to the boundary, there are certain boundaries or where the code is not functioning where it lets you go through certain areas, or like getting stuck in certain areas. But it's not really a loophole bc it doesn't help you too much

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'm more of a solo player bc you can play at any time you want to

What elements do you think could be improved?

The presentation, the UI. and some other elements. I would say this is more of a prototype of what you would show to someone. So just the UI and making it more obvious what to do.

More presentable for casual players to find what they can do

Dramatic Elements

Was the game's premise appealing to you?

I do like playing puzzle games but if it was polished a little more and had some other mechanics i would like the game

Did the story enhance or detract from the game?

I'll be honest, i don't remember the story is about. At least it has a premise so you know why you're doing it

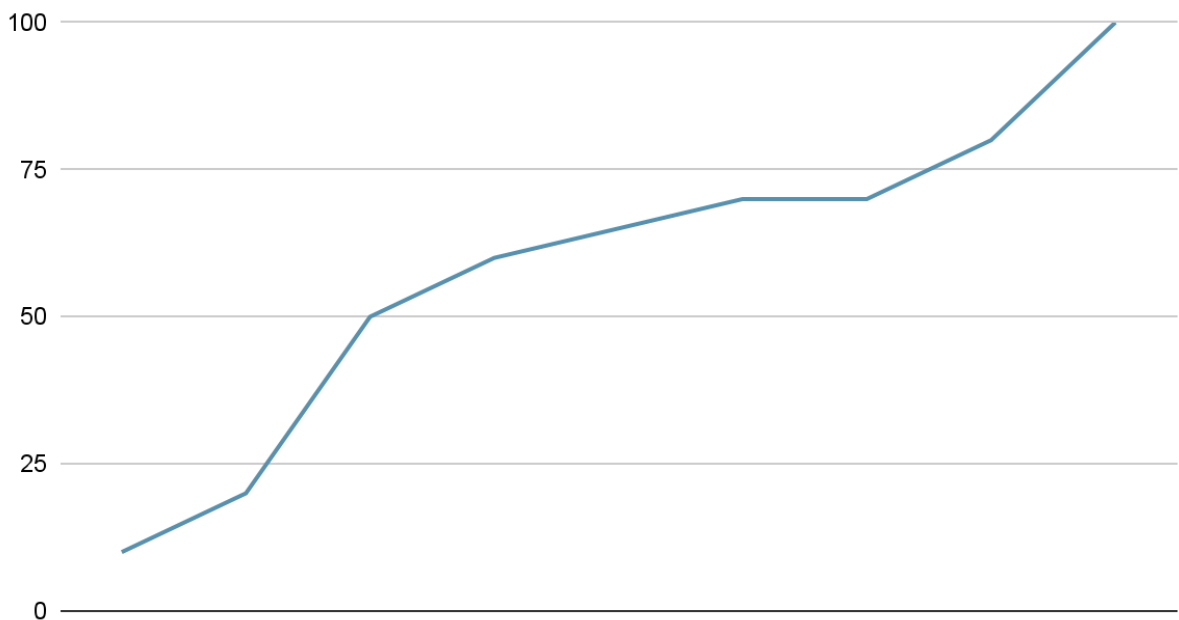
As you played, did the story evolve with the game?

It didn't really evolve at all, all you know is the story from the beginning. Otherwise you get hints of the story visually but it doesn't really give you much.

Is this game appropriate for the target audience?

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?

No climax at all, kind of feels the same. I would say the difference would be adding different music in certain areas or doing some things that actually make it a little different like oh! This is the final level so the player can know what's going on

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

Visual elements so it actually represents what it's supposed to be about, so it has more impact

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yeah, once you figure out the rules its pretty easy to understand and comprehend

How did the controls feel? Did they make sense?

Yeah the controls made sense

Could you find the information you needed on the interface?

Went to esc menu and checked, said it was easy to find and understand

Was there anything about the interface you would change?

The only thing i would say is .. the UI is pretty good for what it is and its easy to understand

Pressing esc twice will open the menu twice

Maybe make the 'Level 10' bigger so its more obvious what level you're on and general presentation could be improved

Did anything feel clunky, awkward, or confusing?

Clunky - when you try to jump or run in certain areas

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

A double jump feature and other things like abilities or something

End of Session

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

This game is simple, the appeal is for someone who likes indie games and wanted to play something for a short period of time. Depends how much theyre willing to spend on a puzzle game

Would you purchase this game?

Personally, depends on the price. If it was less than \$5 I would, but if it was like over \$10 then I wouldn't. I would price this game at \$3

What elements of the game have reacted you?

What was missing from the game?

Just visuals, all you could do here is improve presentation

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

Probably just boundaries and then just how tight some of the spaces are. So it's easier to jump from places, sometimes its difficult even though you know what you're doing

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

Person who loves puzzles

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

Someone who loves puzzles. If it was a little kid they would probably rage quit, so someone who likes playing games like this.

Revision Ideas

[Ideas you have for improving the game]