

Observations and Playtester Comments

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?

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?

- The game looks well made with nice lighting and skeuomorphic effects

How did that impression change as you played?

- The objective of the game was clear and controls and movement were intuitive

Was there anything you found frustrating?

- Sometimes the character would be frozen in place while platforms moved

Did the game drag at any point?

- The levels were each unique with their own nuances but there could be more variety in map design

Were there particular aspects that you found satisfying?

- The glow of the lights and the feeling of making a close jump

What was the most exciting moment in the game?

- Making the jump into the "container" with the closing top

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

- Just right

Formal Elements

Describe the objective of the game.

- Reach the "door" with both characters

Was the objective clear at all times?

- Yes

What types of choices did you make during the game?

- When to switch characters
- When to stand on pressure plates

What was the most important decision you made?

- Jumping on a pressure plate at the right time

What was your strategy for winning?

Did you find any loopholes in the system?

- No

How would you describe the conflict?

In what way did you interact with other players?

- Didn't

Do you prefer to play alone or with human opponents?

- I'd prefer human opponents

What elements do you think could be improved?

- Map layout variety
- Map artwork/design

Dramatic Elements

Was the game's premise appealing to you?

- Yes

Did the story enhance or detract from the game?

- Enhance

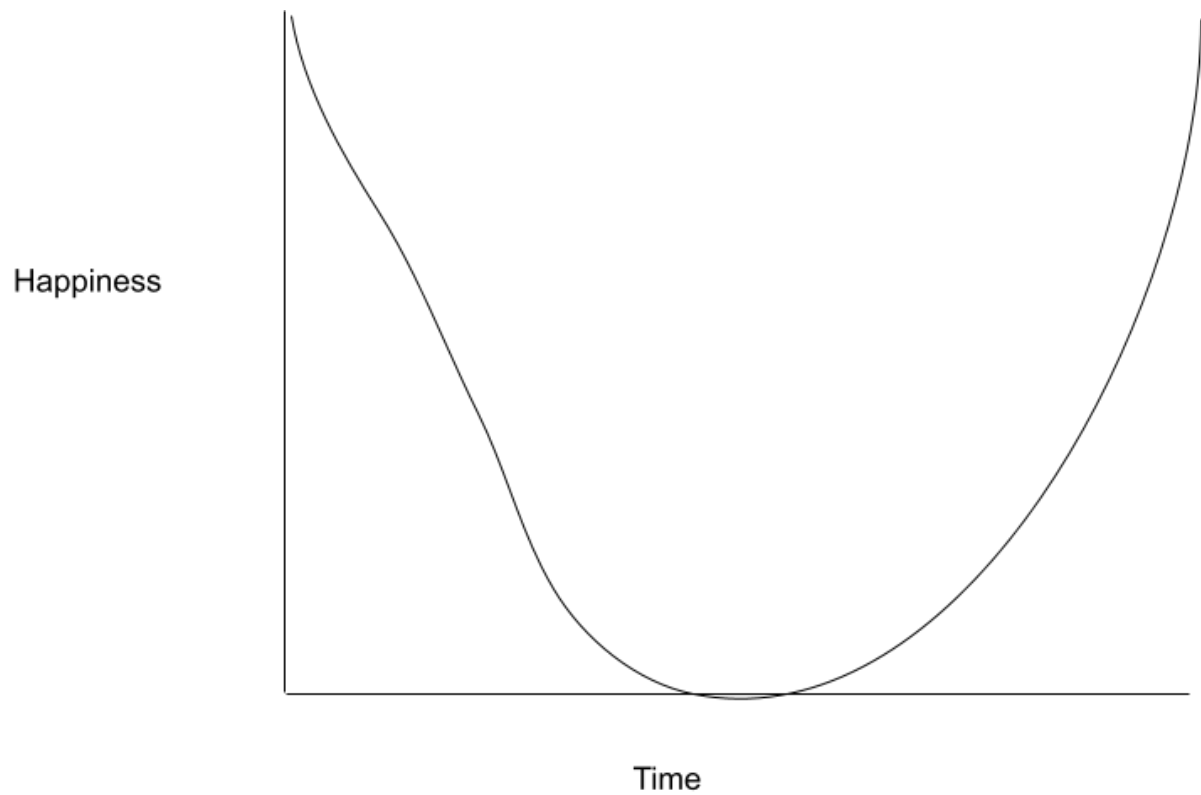
As you played, did the story evolve with the game?

- Yes

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?

- Not really

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

-

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes

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?

- Consider adding a help or "i" button

Did anything feel clunky, awkward, or confusing?

- No

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

- Not really

End of Session

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

-

Would you purchase this game?

- No

What elements of the game have reacted to you?

- Pressure plate goes down

What was missing from the game?

- Any art

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

- The color scheme maybe something neon and vibrant

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

- Age 5-13

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

- Rathin Dharani

Revision Ideas

- Map designs
- Layout variety
- Dynamic visual effects