Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

The choice to use the buttons in order to move the levels walls and floors made sense with previous knowledge of prior games that use similar mechanics.

Does that rule seem confusing?

The rule to have both versions of the player stand on the crystals to combine them was confusing at first, but after a while it became clear that they combined into a new level.

What did you think that would do?

I knew that the level wasn't passable with how it was currently set up, and that the crystal must allow some new ability/level access to further the game.

What is confusing for you?

The only part that was kind of confusing was the crystals, which was solvable with trial and error.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

My first impression was that this was a really fun simple game that reminded me of the kind I would play as a kid.

How did that impression change as you played?

As I played the game I liked how there were more complicated aspects to it, and that it required you to think more about how to advance in the game.

Was there anything you found frustrating?

There was nothing that was more frustrating than the standard amount of frustration when trying to play a video game. Level five was the most difficult with trying to jump into the doorway after holding down the button as the black character.

Did the game drag at any point?

The game didn't feel dragged out at all and had the perfect amount of complexity for it to be entertaining and not frustrating but also not too easy.

Were there particular aspects that you found satisfying?

I really liked the fact that there were multiple different mechanics to use across the levels so it was repetitive and created a new puzzle to solve each time, which made advancement more satisfying.

What was the most exciting moment in the game?

Personally the most exciting moment was figuring out the part with the crystal, because it took me a while and was a really cool mechanic I haven't really seen before in a game like this. It was a really cool concept.

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

I think the game took the perfect amount of time.

Formal Elements

Describe the objective of the game.

The objective of the game is to get both of the characters to the doorway in order to complete the level, using both of them to further the other by switching in between each.

Was the objective clear at all times?

The only times where the objective of the level wasn't clear was when you were meant to solve the level on your own without instruction.

What types of choices did you make during the game?

This game required intuition to think how the map needed to be moved in order to win.

What was the most important decision you made?

There wasn't really one big important decision. The game required multiple attempts for some levels and didn't require big decisions, just a lot of thinking.

What was your strategy for winning?

The strategy was to figure out all of the mechanics for a level in order to understand what order they needed to be triggered to pass the level.

Did you find any loopholes in the system?

I didn't find any loopholes.

How would you describe the conflict?

The conflict of the game to figure out how to get out of each level was really entertaining and made it less likely to be bored as the game changed after each level was cleared.

In what way did you interact with other players?

N/A

Do you prefer to play alone or with human opponents?

N/A

What elements do you think could be improved?

I feel like the game was really strong but could've been more aesthetically pleasing.

Dramatic Elements

Was the game's premise appealing to you?

I liked that the game was nostalgic but added a level of difficulty I hadn't played with as a kid.

Did the story enhance or detract from the game?

The story added to the context of the game and made me more invested in winning.

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

The story didn't really evolve but it added context for the game.

Is this game appropriate for the target audience?

Yes, it was appropriate for the target audience.

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?

As the game progressed the levels got more difficult which added a sense of dramatic climax naturally.

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

I think the story matched the complexity of the game play.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

I liked the standard gaming format and I felt it was easy to understand.

How did the controls feel? Did they make sense?

The controls were the same as any other game I'm used to and made sense.

Could you find the information you needed on the interface?

Yes I was able to find the information needed.

Was there anything about the interface you would change?

No there wasn't.

Did anything feel clunky, awkward, or confusing?

The only thing that was kind of awkward was sometimes the player seemed to get stuck on a wall when it didn't look like it was touching it, but that was really easy to get used to and work around.

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

I think the controls were perfect for the game, I liked that the control to interact was consistent (like the lever was the same control for the crystals).

End of Session

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

From my experience this is a nostalgic game that is enjoyable to play and makes you think about how to beat each level.

Would you purchase this game?

Depending on the price I would definitely buy this game to play on my phone when I'm bored.

What elements of the game have reacted you?

I liked that you had to figure out some of the solutions yourself, and it wasn't always straightforward and it sometimes took multiple attempts.

What was missing from the game?

I don't think anything essential was missing from the game, but it would be cool to have more audio and visual aspects to the game.

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

I think it would be cool to have a two player option in the future where you could work together to beat the levels.

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

I think people my age who grew up playing games like this would enjoy it, as well as younger kids who haven't experienced games like this yet.

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

I would probably give it to my sister or friends that I grew up playing games like this with.

Revision Ideas

[Ideas you have for improving the game]