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**Playtest Assignment 2nd Session: #1**

Play testers will be asked to test the game three different times in three different ways. At each iteration, the play tester is asked to approach the test in a different manner and write down their respective thoughts on the manner. The different approaches we would like to ask of you is the following:

1. Play blindly (jump into the game without reading instructions/help menu).
   1. First impressions? How long did it take you to pick which controls were necessary?
      * It didn’t take long to figure out the controls but it did take longer to figure out the goal of the game.
   2. Do you think it would be easy to play this game without implementing a dedicated tutorial?

-I think it will be easy once the players play at least one game but it would be easier with a tutorial.

1. Play with reading the instructions beforehand.
   1. Is the help menu enough for players to know what they need to do to play the game?

-Yes, it is enough and it is simple which makes it easier to understand.

* 1. If it is not enough, what are some suggestions do you have to make player transitions smoother?

-We were confused about how many times we could shoot so that information would be helpful.

1. Try to break the game (look for potential bugs in each level/scene)
   1. Were there any bugs easily spotted? If none were found, put none.
      * No, we didn’t find any bugs!

Thank you for playtesting the game! Now we would like to ask you to be a critic. A harsh one if you’re able to be harsh. What suggestion do you have (if any) to make the game even better? What gameplay mechanic do you think we can implement to make the game more enjoyable? Every input is appreciated.

- Adding clear indications as to what each power up does. Have a purpose/story so players can get more engaged.