

Geo-Dasher

Goal of the prototype

- Make a simple endless runner in 3D
- Create an animation
- Challenging game

What was achieved in the prototype

- A runner but not endless
- Fade in/out animation
- Very challenging game

Questions for playtesters

- How challenging was it to finish the levels?
- If you had to change the geos to anything else what would it be?
- If you could add 1 thing what would it be?
- Would you play this game on mobile?
- Would have you understood how to play without instructions?

Feedbacks

- It was reasonably challenging, but I find that the keyboard control is a bit too sensitive
- Items for busting for example (so that you can bust through the blocks)
- I imagine a touch-screen control would be a lot better, so yes. Though in games like this you might want to consider adding social features (multiplayer) or different skin features (changing the ball's design + stage design) to make it more appealing.
- Pretty unforgiving, but that's appealing in itself. I got past level 1 by staying out of trouble, but I couldn't get very far into level 2. I feel like things would be easier if either the left-right motion was slower or I couldn't fall off the sides.
- Changes in speed during gameplay
- Yes, the text was enough.