Focus Test Summary Spring 2022, CMS.611
Team: Bullet Frenzy   Team Members: Jonah Baskerville, Jenny Zhao

A. Pre Focus Test: Preparation
1. What is the goal of this focus test? What do you want to learn? (Question, data, etc.)
Are the physics of the recoil mechanic logical? How do you feel about the bullet trajectories? How does the player perceive the AI to work? How fast do they walk through narration and play through the game? How fast do they learn the mechanics of the game?

2. Attach a copy of the testing survey, interview question list, observer sheet or other testing documentation used to gather & allow analysis of testing data. Could be a print out of a Google form.
General Notes:
  ● Notes on actions taken (Ask questions behind motivations of unintended actions) :
  ● Questions asked by playtester during play testing: ex: about mechanics or the end goal of the game:
  ● Other feedback received during playtesting (commentary and body language):
Questions to ask if not answered during focus testing:
  ● How did you feel about the recoil? Were you able to move how you thought you would move? How did you expect to move from recoil? How fast were you able to learn the mechanic?
  ● Did you notice the bullets bounced off walls in the tutorial level? How did you expect the bullets to move and did they act as expected?
  ● How did you expect the enemies to attack? How did they attack similarly or differently from what you expected?
If quiet: ask What are they trying to accomplish now? Why? What actions do you want to take? What are you thinking as you play the game?

B. Post Focus Test: Observations & Intended Actions
1. Number of testers: 3 testers   Who were they: 2 different teams

2. Summary of results (should be supported by data gathered by testing.)
  ● Couldn't recognize objectives (green goal was confusing when objective wasn't completed) or identify enemies. Enemies' AI was intuitive but motion wasn't.
  ● Momentum was slightly unintuitive and difficult to move the way player wanted
  ● Didn't know about the gun charge mechanic or didn't use it much
  ● Players moved through the dialogue quickly the tutorial level completion time varied mostly due to unclear objectives

3. Intended actions/changes to design:
  ● Redesign of level objectives and appearance
  ● Enemy appearance and mechanism more obvious and interesting
  ● Addition of health bar for both the enemy and player
  ● Other smaller juicy effects such as gun charge mechanic