CM2113 Testing document.

Test case #1 –

What do you think about the games environment?

I think its really cool to see what the perspective of the room would be if you were really small. I think you captured the scans of the room very well, although some parts were a little messy.

What do you think of the character models?

I think the scans of the 2 dancing models were well done, the main character isn’t as good though – it’s a little rough.

Do you find the game aesthetically pleasing?

I really like how well you captured the furniture in the rooms, I think it all fits in well. The only issue present would be the lighting.

How did you find the experience of the game?

I think overall it’s a very cool game with a fun objective. The movement needs some work as the jumping is a bit broken but the pick up system is cool and would benefit from some work. The score on the top of the screen is a nice touch as well.

Test case #2 –

What do you think about the games environment?

I really like that you have managed to capture the cosy and familiar feeling of the house within the game. I also like that my motorbike is on the table. I think you need fix some areas such as the door. A solid plane doesn’t look very nice.

What do you think of the character models?

I think that scans overall were pretty good, although the faces could’ve been better. The main character doesn’t look as great either, I don’t like that hes looking up all the time.

Do you find the game aesthetically pleasing?

I think most areas of the game look good but there are some parts that look too “liquidy” such as the computer on the table and the cables on the floor.

How did you find the experience of the game?

The gameplay is a fun concept, I like the idea of picking up the riven plushies. I think that the movement is a bit “jank” though and could use some work.