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Section 3 Team 2
Project 3 Sprint 4

QA Test Results

Monday 3/31

Question 1: How well do you think this would work on a mobile device?

- I think this would work well on a mobile device. the concept is hilarious and the mechanics are simple and juicy enough to work for a mobile game.
- It would work very well.
- It could work, but you'd need to make sure things work well.
- I think it will work pretty well. Provided with some fleshed out art it will look nice.
- I think this could work pretty well on a mobile device, I would have to see it on one to see how the flipping of the phone would work.
- It's got good feel for a mobile device, and uses mobile-specific mechanics in a solid way.
- The Left/Right controls should work fine, but how would the player execute the Spacebar command ? They can't shake the phone since they are expected to hold Spacebar for a little while.
- SUPER DUPER AWESOME I LOVE IT
- I think the tapping will work well on mobile.
- I think this could be good on mobile if you limit the amount of buttons needed, right now this works on a keyboard because I physically have to move my hand to a different control. Having swipe and tapping would feel like the same control and thus be hard to control
- I feel like this game would function

Question 2: Do you think the size of a mobile device would propose issues?

- I think there could potentially be problems encountered if the device is too small, such as not being able to see the visual queue of the pole dipping. This has a lot to do with the art style I feel. If the character is a chibi little dude/dudette then it could work well.
- No I don't.
- Yes. Tablets have far more screen retail than phones, which could make your GUI scrunched
- Not at all.
- I think since it is sensitive only on either side of the screen and to the direction you swipe, the size of the phone shouldn't be a problem.
- Probably not. Unless it was like an iPod mini or something
- Depending on the controls, the size of the device may become an issue. Too big for people to use their thumbs where they are expected to, etc.
- possibly for button mashing/running at the beginning
- I think that on mobile the screen might make seeing hard when the player picks up speed

- no
- I don't think that the size of the device would not pose an issue.

Question 3: How do you think the three phase system works? Is it confusing? (only two phases presented in current prototype)

- I think the three phase system works pretty well, and isn't confusing. The two existing phases work well together, and the third phase mechanics are fairly well defined and proven (ridiculous fishing).
- I think the three phase system works very well. It is a very logical progression.
- It could work, but you'd need to make it clear of the phase change.
- There was nothing confusing at all. My suggestion for the prototype is provide a window, or sign for when the player should launch themselves.
- I think that it makes sense, though I am unsure of how it will work with flipping the phone sideways after you launch.
- It seems pretty clear cut in concept, but it is difficult to tell when stage 1 changes to stage 2 because of the lack of GUI or warning.
- I need to test the third phase to be able to comment on that. But for now, it should work fine and be clear for the player. I am still concerned regarding the Spacebar command control being changed for a mobile device.
- nah bros. I like it
- I think the three stages work well and is easy to understand.
- Im not sure if I understand the space concept but I also have not seen it so in theory it might work. Everything else is pretty simple to grasp.
- I think that the three phases will work very well I'm excited for the space segment.

Question 4: Do you find the mixture of theme and gameplay amusing?

- YES
- Yes I think it is quite amusing that you can pole vault into space, and NASA funds it.
- not really
- Yes. For the prototype there should be a nice wide view for the player to see how high they launched themselves. From the atmosphere, stratosphere, and eventually space!
- I find it very amusing.
- It's sorta funny
- I am unsure whether the snowy environment makes sense with the gameplay. The snow is not quite the surface you can use a pole to jump with.
- Yes I look forward to your final product
- I think its clever.
- It seemed pretty silly. Cleaning up the animation will definitely help this.
- I do indeed.

Question 5: Do you have any suggestions on how we could improve the mechanic? Suggestions for secondary mechanics?

- I can't think of any mechanics at the moment. I wonder how the ten level requirement will be satisfied by AstroVault?
- Possibly giving you a type of feedback of how close you were to matching your characters leg movements properly. (e.g. the DDR Perfect! Slow! Bad! Type thing)
- not as of now
- None whatsoever.
- I think you could get away with just launching the person into space and just seeing how high they go, like which part of the atmosphere, which planets they pass, etc.
- Best way to improve it is fine tune the animations, feedback, and GUI to make it clearer and easier to play. If you're aiming for the mobile market then your goal will be making it as accessible and pick-up-and-play as possible
- Cannot think of anything for now.
- I gave you my input at da group meeting!
- I think the timing for the steps is out of sync with walking and more time could be added between steps.
- Stick to the basics, adding an entire mechanic of space is going to take a lot of time which at this point I don't believe you have.
- I would like some indicator of when to tap because just watching the feet feels a bit hyperfocused.

Question 6: What kind of audience do you think this would appeal to?

- Everyone. The theme is amazing.
- I think this would appeal to the younger audience, like from middle school to college.
- Casual market
- An audience who enjoy the dolphin flipping game, or launch the kitty. Most likely a younger demographic of 14 and up.
- Anyone.
- People with phones and extra time
- I think this would appeal to teenage and young adults who have frequent short breaks (students, in between classes).
- 14 and up boys and girls on a mobile device
- I think this will appeal to young kids.
- single button addicting mobile games are hot right now
- I could see this being fun for kids the concept is goofy enough that it's fairly marketable.

Question 7: Any other comments or suggestions?

- AstroVault is the future of space exploration.
- Looks promising.
- keep on keeping on
- Can't wait to see a playable build.
- Get it onto that phone.
- Work on some kind of simple and effective feedback for the timing of the run button presses and the pole vaulting.

- Nope.
- Love Matt Leta <3
- none
- interesting idea keep at it.
- None from me right now.