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Section 3 Team 2
Project 3 Sprint 6

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.
- I t 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.

Wednesday 4/9

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

- I think it would be an effective on a mobile platform, but the player would need to have careful control over what gets pressed when. I can see it being very frustrating if controls are not tight.
- I think it would work well on a mobile device. It's relatively intuitive in it's operation and in it's goals, and the control scheme is simple enough to be manageable on a touch screen.

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

- No. Having an outline of where the player is supposed to press would be helpful.
- No, not with the screen size of current mobile devices. There is enough room to reserve the left and right edges of the screen for controlling while leaving room in the middle to see the player character.

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

- I feel like the vaulting into space needs to be more robust for it to be considered a 3 phase game. It would also be helpful to have an indicator that shows when the optimal jump time would be.
- I like the three phase system because they are all interrelated. For instance, doing poorly in the first phase will negatively affect gameplay in the second and third. This connects each phase and gives them a more cohesive feel.

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

- Its a fun concept. Needs to be backed up with goofy things to avoid in space.
- Yes, they both have the same sort of goofy feeling to them which is good.

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

- Add indicators and feedback for everything. If the player is hitting the right controls at the right time, tell or show them that they're imputing the controls correctly.

- Implement a bonus in the first phase that makes players go faster when they have a good rhythm in pressing the buttons. The biggest issue though is the lack of feedback as to one's speed, altitude, ect. A UI element that tracks altitude is imperative.

Question 6: Does the game provide effective feedback? Are you ever confused at what you need to do?

- I'm clear on what needs to be done, but I'm unclear on what timing is most effective. There's no way of knowing if I'm hitting the arrow keys or space bar too early or too late.
- See question five. The game needs an speedometer and an altimeter. A prompt for what to do during phase two would also help considerably.

Question 7: Any other comments or suggestions?

- Have fun!
- This has a good deal of potential, it just needs a HUD. Keep up the good work!

Conclusions

Although I was only able to test with two people, they gave similar and helpful answers. It would seem that feedback is our main issue and we should make sure they know everything going on. I could indicate the distance the player has traveled and also implement sounds to let the player know when they should release and launch. We should also ensure that the player remains in the center of the screen so that their fingers do not obstruct it.

Wednesday 4/16

Here, we tested both the Flash prototype, which had all three phases implemented as well as a user interface, and what we had on mobile, which was the first two phases with no user interface.

Question 1: How well do you think Phase 3 (space) would work on a mobile device?

- I think the mechanic of avoiding asteroids lends itself nicely to accelerometer controls.
- Not bad. I can see accelerometer controls and touch controls working very well to control movement.
- Rolling the device, vertical view
- Well, or at least better than the pc version. The player movement speed on the pc is just too slow.
- It would work just as well as it did on the PC build
- Pretty well, UI sounds hard with keeping it visible. Actually, UI might not be totally necessary for such a simple phase?
- I think it would work fine.
- worse than on the computer, because the screen is more narrow.

- seems okay
- I'd like to see tilting instead of tap controls for this but it works fairly well. It's a bit difficult to dodge the asteroids because of how short the screen is.

Question 2: Do you think the size of a mobile device causes any issues?

- No, I think the size is fine.
- Not bad enough.
- no
- Other than possible resolution issues, no.
- No
- nope.
- Not particularly as long as you keep the environment simple so things don't seem cluttered.
- Yes, in the space part
- It might be too small during space level, but otherwise fine.
- The size is more of an issue in phase 3 with dodging the asteroids but it works well otherwise.

Question 3: How do you think the three phase system works? Is it confusing?

- It works, but on the phone it's impossible to tell what phase you're in, which caused me to fail almost every time.
- A little bit, but a little explanation screen would clear that right up.Like, once the testing staff explained it to me, it wasn't too bad. Some UI to hint phase shifts will help alot.
- a little, if the transition between phase 1 and 2 to 3 is to fast
- Conceptually the three phase system makes sense, but the transitions are very awkward and confusing. Switching from phase one to phase two feels as if I've messed up and am slowing down, rather than a slow motion scene. Two to three is better.
- Yeah, it's uncertain what the player is supposed to do during phase 2. My immediate response was to hit the launch button as soon as I was prompted.
- Narratively, it works well. I think the fact that I know the narrative helps the gameplay a lot.
- It's a little hard to grasp at first, but the more I play the better I get at it which seems to be the point. A good UI would be wonderful.
- yes, going from Phase 1, to phase 2 was confusing
- They work well together, though the phase 1 to 2 transition could be a little more obvious.
- It is very intuitive but I'd like to see more variation in the enemies.

Question 4: What do you think of the game's visuals?

- The visuals are fine in terms of animations and core elements, but the UI and visual feedback are non-existent.
- Very cool. It totally works.
- good so far.

- There doesn't seem to be a consistent theme or aesthetic. The visuals are simple, but they work - I just think some sort of theme would help tie the game together.
- Minimalistic, and likeable
- it works, but I'm having trouble seeing how the other locations such as mt Everest will look visually attractive. But, this game's strength lies not in the visuals.
- The visuals are fine. As I said making it too complex would be detrimental at high speeds and on mobile devices.
- good
- They look good and complement the game well.
- They're a bit sparse but the consistency helps. I'd like to see a more jarring shift in phase three just to bump up the sillyness. It'd be funny to see the pole vaulter suddenly wearing a space suit or something like that.

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

- Make phases more clearly defined and decrease the precision when the player's legs are moving quickly, as it reaches a point where it gets impossible to time correctly.
- The timed feet tapping definitely needs some visual hint on mobile. Basically you just need a way to communicate the mechanics beforehand, because once you play a few rounds, its really easy and fun.
- visual feedback on timing.
- More visual cues, even text, would help explain exactly what's happening and when phases change
- The mechanic works just fine
- Hurdles on the running phase possibly?
- Maybe have a meter for the pole vault just so the player knows when the maximum vault is coming.
- phase1 should be all about button mashing, rather than timing
- More time in phase 2 to get the launch right. Currently too punishing on mobile.
- It definitely needs more feedback to know when to tap and how well you're doing in phases one and two. Phase two is also a bit too difficult. It'd be interesting if time slowed down during phase two so that it was more of a precision timing thing than just purely reaction timing.

Question 6: Does the PC prototype provide effective feedback? Are you ever confused at what you need to do?

- Yes, the feedback in the PC version helped me understand what to do, except for when it came to the pole-vaulting mechanic, which broke the game when I used it incorrectly.
- Yes, the PC prototype helped a lot. The additional UI was very helpful in determining tapping order for phase one, because on smaller devices it can be hard to see the runner's feet.
- yes, no.

- There's a point where I feel like I'm just spamming left and right in phase one and I'm not sure if I'm actually doing it correctly. I also didn't know how long to press spacebar for in the second phase
- More feedback is needed to tell the player that their launch must be timed
- PC version was very clear, other than the pole vault not having a power bar. Also, you were too close to the meteors to avoid them skillfully
- Maybe put in some text blurbs to explain controls. I got confused a lot at the start.
- yes, the feedback in the PC build was very clear
- No I am no confused.
- It needs more feedback based on player input but it is pretty intuitive as is. I can sit down and play the game without instruction but I don't necessarily know how well I'm doing e.g. timing on arrow keys, timing on pole vaulting, how fast I'm running...

Question 7: How do the controls on the mobile version feel?

- The controls are fine, but I wasn't sure where to press (UI) and when to press (visual feedback).
- Just as good as the ones on PC.
- odd, indication feedback to judge timing.
- Not bad. But it's too easy to accidentally launch before the pad.
- Awful. I don't know what I'm supposed to be doing, and phase 2 triggers at seemingly random times.
- not bad, but I was definitely missing that running UI
- Pretty responsive and simple. I could see it working very well as a quick mobile game.
- fine
- They work well, but the left right tapping is a little confusing at the start to to the animation. It should alternate based on first tap, not the fight two taps be right unless you miss the second right one.
- It's difficult to say with the visual feedback. They seem alright though.

Question 8: What kind of music do you think would fit into the game?

- Music that adjusted its tempo according to the player's current speed would be nice.
- I have no idea. Something Olympic. If that makes sense.
- fast paced.
- Elektronik Supersonik by Zlad! Or at least something like that.
- EDM something-or-other
- Funny Olympic horns
- I feel like I would like more environment related sound effects and ambiance as opposed to a BGM.
- Rocky training theme or something like it.
- Jazz music. Always Jazz music. But for real, something grand and space themed.
- Something intense and Olympic for the first two phases and then something spacey and silly for phase three.

Question 9: Any other comments or suggestions?

- Focus on correcting player fault, because it seems too hard/incoherent in its current state.
- Nothing in particular. I enjoyed the game.
- no
- Making the pole vault seem more like a rocket would help explain the explosion and feel more satisfying.
- Feedback is essential here. Also, don't tell the player that they're doing something wrong during testing; just correct them
- arbitrary points are hilarious
- Leaderboards! Also maybe put a speedometer just for fun.
- very entertaining concept.
- Nope.
- Cool stuff kids.

Conclusions

The player character in Phase 3 should be smaller so that it is easier to avoid meteors. The change between Phases 1 and 2 needed to be clearer. This was fixed by centering the player on the screen during Phase 1 and shifting the player to the left during Phase 2. This also helps the player keep an eye on the character's feet during Phase 1. The launch pad should also come immediately after Phase 1 ends. The timing during Phase 1 needs to be made clearer. Sound should solve this, as the feet tapping should help give the player a sense of rhythm. A UI button was also added for Phase 2. For the timing in Phase 2, a sound for the pole bending should also let the player know when to release for a good launch.