

QA Test Results

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 a 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.