Kyuss Engler

IT460

Professor Harlan

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Week 8 User Feedback

I had my little sister test the product. I didn’t tell her anything about it beforehand, just hit play, put it in her hands, and told her to just screw around. She didn’t like the jumping, said it felt weird, I think I need to make it snappier. When the enemy rat hurts the player, he just keeps pushing against them, and she had the good idea of making the player phase out on hit, like in Mario. On a less serious note, she said it needs a lot more pink, which I thought was funny.