Playtest Documentation

Playtest One(10/27) (Tutorial and Level One Completed):

Participants:

**Friend(Competitive Gamer)**  
Likes: Rocket League, Overwatch Two.

**Older Brother(Novice Gamer)**

Likes: Call of Duty, Elden Ring

**Mother(Casual Gamer)**

Likes: Mobile puzzle games

**Questions:**

**1. How do you find the overall accessibility of Crane Dash, how difficult was learning the controls?**

*Player 1:Controls came easy and intuitive, although the crane sometimes clipped edges which was frustrating.*

*Player 2: I found the controls simple although when walking side to side sometimes the player becomes stuck(both crane and player).*

*Player 3: I couldn’t understand the controls very well although after some explanation I adjusted.*

**2. How would you rate the level design and difficulty?**

*Player 1: levels felt bland, not many layouts or intuitive strategy to be used.*

*Player 2: Game was challenging although little room for strategy.*

*Player 3. The game felt very hard and I found myself dying alot before completing it.*

**3. Was the game enjoyable and would you play again?**

*Player 1: I really enjoyed the timed feature and although movement could feel janked, I enjoyed trying for better times.*

*Player 2: I could see myself opening this every once in a while just to try for a better time.*

*Player 3: If a mobile port is made I would play, although not often since its hard.*

**Feedback:**

*Player 1: Movement often felt janky and clipping was common, sometimes when grabbing a box the crane lost the ability to move or moved to the right or left. Levels felt bland although intuitive and led me in a specific way.*

*Player 2: Controls feel like they need to improve and sometimes resetting a run is needed when the crane gets stuck grabbing the box. Overall fun and offered challenging gameplay.* ***(Dev note: include dropping box in tutorial controls!)***

*Player 3: Game felt very hard and figuring out movement took significant time. I loved the character though.*

**Conclusion:**

Need to re-apply hitboxes especially to terrain, possibly using one primary hitbox rather than multiple on objects? Adding a best time feature would suit the game, also adding collectables to introduce different game routes. Implementing tutorial text for players with little game experience. Adjust difficulty slightly possibly making faster routes that contain harder jumps.

Playtest Two(11/08) (4 levels completed)

Participants:

**Sharif(Competitive Gamer)**  
Likes: Rocket League, Overwatch Two.

**Older Brother(Novice Gamer)**

Likes: Call of Duty, Elden Ring.

**Mother(Casual Gamer)**

Likes: Mobile puzzle games.

**Questions:**

1. **How did the implementation of a tutorial screen impact how you play?**

*Player 1: It didn’t really add any more information than I assumed, although I did find the call to action interesting and the small bit of story (I love Ninja Frog).*

*Player 2: I didn’t know you could drop the boxes so that helped especially when levels with more box than one came into the picture!*

*Player 3: The tutorial helped me significantly although playing with two hands was still an adjustment.*

1. **How did layout of new levels feel and the addition of collectables?**

*Player 1: I loved the new levels especially since they added more spikes and looked really cool, I loved the cave level the way that a button could deactivate the bridge was really awesome!*

*Player 2: Some of the collectables were really hard to get, especially the one where you deactivate your own floor and have to time a jump. Levels became alot harder although clipping was less common so I see that as a plus.*

*Player 3: The strawberries looked cute but I often found the levels too hard to attempt getting them!*

1. **How did the addition of timed runs impact replayability and enjoyment?**

*Player 1: I loved seeing if I could beat my best time, I found myself enjoying the game alot more than in the first playtest.*

*Player 2: Timed runs made the game significantly more enjoyable, challenging myself to improve is definitely my favorite part of the game.*

*Player 3: Being able to see my improvement made me feel more encouraged to try again. Seeing incremental improvements made the game feel easier.*

**Feedback:**

*Player 1: Controls have improved alot levels also improved and became more alive, it felt like levels were progressing to escape since they went from crane to a cave.*

*Player 2: Tutorial added controls that I didn’t know. Addition of timed runs and collectables added an additional layer to the game. Levels felt like they spiked in difficulty althoug I found that enjoyable.*

*Player 3: Levels were often so hard I could not complete them. The levels looked cool and seeing incremental improvement was enjoyable.*

**Conclusion:**

Adjust difficulty spike and hitboxes. Fix bug where crane will move with the box rather than with itself. Add more color to levels and increase focus on levels changing scenically.

Playtest 3 (11/24) (All Levels finished and game win screen added).

Participants:

**Lucas(Competitive Gamer)**  
Likes: Rainbow Six Siege, Overwatch 2

**Stepdad(Game Enthusiast)**

Likes: Elden Ring, Dota 2, The Witcher 2

**Co-Worker(Novice Gamer)**

Likes: Celeste, Hollow Knight

**Questions:**

1. **What was done well about level layout and what could be improved on? Did levels create a sense of scenic progression?**

*Player 1: The level layout is strategically designed providing clear routes for proficiency. Offered room for quick decision making and that fits well with what I like about games. While the level layouts cater well to strategic play it would be good to accomodate for casual play with a center point of exploration. Adding more interactable features would fit well with the game feel. I appreciated the very distinct environments, although the change feels sudden when it switches from arcade to brick layout.*

*Player 2: The intensity and intricacy of the level design created very intuitive gameplay. Levels offered significant challenge that I enjoyed thoroughly. Making sure that layout contains a balance between challenge and accessibility would make the game cater to more individuals. The addition of atmospheric story-telling rather than worded creates nice layers to the game. I feel very drawn to the epic scenery the cave level was easily my favorite as it felt intuitive while also offering challenging gameplay.*

*Player 3: I appreciated the straightforward design of the levels. The game mechanics were easy to grasp and implement into various levels. I loved the platforming challenges although sometimes mistakes were punished very cruelly, in level 3 for example dropping the crate creates a fall that if not reacted to will result in instant death. I find alot of similarity in Celeste scenic storytelling and appreciated it.*

1. **How straightforward were the controls and were there any barriers that you feel would prevent certain players from enjoying the game?**

*Player 1: The controls felt intuitive and I don’t think anyone with experience playing games using WASD or Arrow Key movement will find the game to be hard to pick-up. The game isn’t catered towards casual players, although I feel this is a feature rather than a barrier.*

*Player 2: The controls were well designed and felt similar to games I grew up on. I felt very comfortable navigating the game, although I could easily see casual players having a hard time picking up the game.*

*Player 3: The controls were very easy to pick up as I play alot of platforming games. I don’t see any significant barriers for people with slight game experience, although how challenging the game is might become a barrier. Providing additional guidance in the tutorial could prove to help with this.*

1. **Did the visual design contribute to overall enjoyment, and how well did the artstyle fit with game feel?**

*Player 1: The art felt very reminiscent to older arcade games which fit the theme very well. Although earlier levels often felt bland.*

*Player 2: The artstyle felt similar to arcade games I played as a kid which I appreciated due to nostalgia. The artstyle did fit the game feel, although the sky background feels out of place on the win screen.*

*Player 3. I appreciated the simplistic approach it felt very close to celeste. Levels blended well with their backgrounds. I really liked the cave level as it felt more scenic and had realistic barriers and even a bridge. Perhaps making the backdrop dark to imitate the size of the cave.*

**Feedback:**

*Player 1: The game felt very enjoyable and graphically was very appealing at certain points while lacking in others. The title screen as well made even though it wasn’t animated.*

*Player 2: The game was fun and I can see graphically alot of time was spent drawing up and implementing level layouts. Gameplay felt immersive and felt similar to darksouls games with the one life mechanic. I enjoyed improving my time and attempting to collect strawberries. Although levels 4 and 5 feel well made the other levels could use some work graphically.*

*Player 3: The simplistic approach to graphics was nice and levels felt easy to navigate while offering opportunity for significant challenge. One level in specific, the one where you have to jump two platforms above by strafing to the side often felt frustrating although I enjoyed the challenge. When reloading the level you have to reload twice to get rid of the prior finish screen.*

**Conclusion:**

Work on levels and making them not appear to change drastically. Improve on hitboxes and decrease level difficulty. Also improve on the tutorial making sure that the tutorial level doesn’t have anywhere the player can die so that they can figure out controls. Implement exit game buttons and tell players how to access settings menu.