**Date: (include week of progress)**

**Task:** Make my player move and dodge enemies

**Walk through done by:** Lydia

**What has been implemented or changed since last time:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Step | Will they be trying to produce the right outcome | Is the action visible? | Does the user know to take this action? | Will users understand the feedback? |
| Try using left right keys to move my player | (here you have to describe what the programmer expects them to do) | Yes, I can visibly see that my player has moved | Yes, it was shown in the instructions | Yes, the user will be able to visibly see that they have moved right |
|  |  |  |  |  |
|  |  |  |  |  |

**Guidelines for the Cognitive walk through:**

* Cognitive walk throughs are critical evaluations of where the game is at current time, from the perspective of the player.
* Here the tasks have been broken down into very minor steps in order to see how easily the player moves throughout the game
* The aim is to make the game as intuitive as possible so that the player get maximum enjoyment and minimal frustration in how the game works.