**PlayTest Report: Alpha Test**

Game Name: Prismatic Chameleon

Team Name: MVP

Observer Name(s): Masahiro Ward, Vaidehi Narayan, Pauline Do

Date: 11/6/17 and 11/8/17

Tester(s): Kelly, Sim, Patrick, Anirudh Sivakumar, Ashley Bird, Matt Meleen, Ian Mobbs. Jared Allmaras, Hayden Cowart, Gahwon Lee, Louis

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* People enjoyed the art and the challenging game play
* Nobody actually completed any of the stages, although some people came close with ice stage
* Game is extremely difficult

Issues list from PlayTester(s)

* Issue: Color of enemies are hard to distinguish (aesthetic)
  + Some people found it hard to distinguish between red and orange and blue and purple
  + Team Action: (Direct & Indirect) Recolor the most similar sprites, add a help screen to distinguish color of sprites
* Inventory keys are hard to distinguish use (interface)
  + People had trouble finding the correct key to use when switching color. They were not able to quickly pick out the correct key from the interface
  + Team Action: (Direct) Remove fruit not being used in the level, change color of keys to match color of fruit
* Levels difficult to get through (dynamic)
  + Many people thought the game was difficult
  + Team Action: (Direct) create difficulty levels easy and hard so the player has more lives in the easy level. We did not want to do too much to decrease the difficulty level because our intention with this game was to challenge the player.
* Not sure what to do after victory (interface)
  + Some players did not know what to do after they won a level
  + Team action: (direct) have a victory message that directs the player to the menu to choose another stage
* Balloons confusion (interface)
  + Players were not sure what the balloons did and were not able to find that information on the interface
  + Team action (direct) : include a tutorial message that explains the purpose of the balloons

**APPENDICES: Field Notes**

**PlayTest Field Notes: Alpha Test**

Game Name: Prismatic Chameleon

Team Name: MVP

Project Milestone: 6 (Alpha)

Observer Name(s): Masahiro Ward, Vaidehi Narayan, Pauline Do

Date:

Name of Tester: Kelly, Sim, Patrick, Anirudh Sivakumar, Ashley Bird, Matt Meleen, Ian Mobbs. Jared Allmaras, Hayden Cowart, Gahwon Lee

**Observations**

Detailed timeline of observation of Testers reactions and comments while playing game. Capture the action and player expression. Time intervals are at your discretion but should make sense for the game.

* Start: Was a bit slow at the beginning - tutorial
* Start + x time:
* Time 2: Loss a lot of health on glacier stage due to colored tiles.
* Lost health in glacier stage purple snake
* Camera slow at times on glacier stage
* Thinking theres fish on glacier stage
* Dying due to falling off the stage about half way up glacier stage
* Confused blue and purple bird
* Snakek on the ladder (green one ) is hard – add more green fruit before hand maybe
* Time 3: Didn’t notice that the boss had color. The stripes weren’t as noticeable glacier stage. Had to look at inventory and the keyboard too often to change colors. A bit frustrating
* Time 4: Did not beat cat boss on glacier and moved on the lava stage
* Time 5: Frustrated at the beginning of lava stage b/c forgetting the tile color change concept
* Etc.
* End: High stress on first boss of unicorn stage

-comment – Have fish to flash when it is about to drop a fish, had trouble distinguishing between orange and red. The game is challenging and makes the player want to continue playing to beat the level.

**Post-Play Verbal Feedback**

**Name of Inquirer, if different from observer:**

**Speed to Fun Questions**

*Were you able to learn how to play the game quickly?*

Yes. Intuitive game controls. Wish the color-change icons were more visible.

Yes. I couldn’t really grasp which button to press in order to change to a certain color.

Yes. The tutorial is very helpful, however, when we lose we’d have to start from the very beginning of the tutorial again.

Yes, at first I was confused with the colors but after playing the tutorial (which is super cute and helpful) it made a lot more sense

The tutorial was helpful and the controls being on-screen made it easy to reference back to them, but I still found myself struggling to hit the right key under time pressure.

Tutorial was super helpful. Only thing I didn’t understand at first was the purpose of the fruit, since that came later in the game.

Yes, tutorial was helpful

Yes

*Was there anything you found frustrating?*

Besides the game in general, I found the color-change controls frustrating

Same as above 😊

I don’t remember if the tutorial also mentions that you have to match the color of certain platforms. (It does for monsters). I don’t really know how balloons work...

It may have been a little frustrating with changing colors when unfamiliar with which key changes to what color.

I think that it was really hard to get used to changing colors. Maybe at the beginning levels you could start with fewer colors so the player could get used to using the color-changing keys, and then as the levels get harder you could slowly add more colors.

If at top of screen, increase screen rate

Some of the colors (on the cat boss specifically, but also orange/red on the player) were hard to distinguish. As mentioned above, the controls felt clunky at times. There are a lot of colors.

I have no hand-eye coordination so the game was hard for me – but still fun! I’m also not fast enough to change colors when hopping between platforms.

Jumping from ladders was annoying – hard to tell when I’m still climbing or standing on top.

Otherwise, some of the colors were confusing.

*Was the objective clear at all times? Describe the objective of the game.*

Yes. Get to the tippy top.

*Yes*

Get to the top and defeat the monster without dying. Defeat things by matching the color.

Yes. Change colors to get passed the stage/boss.

^Same, yes

Yep. Go up. (Though to be fair, the first time I faced the cat boss I had to be told that it had colors that I needed to switch to to damage it)

Yes, but there should be some incentive to killing the mid-stage enemies instead of just avoiding them

Game camera guided me to the objective

Yes – to climb up without dying and kill the boss (it’s a lot harder than it sounds, ok?)

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

Mentioned above.

yes

Yes

Yes.

*How did the controls feel? Did they make sense?*

Made sense, but I would like to use ASDW for movement controls

Having variable jump height would be helpful (pressing jump longer makes you jump higher)

Mentioned above.

Good, yes

Yes.

*Could you find the information you needed on the interface?*

Yes. Maybe color the inventory info (which button to press) based on their color?

Yes, everything was clearly listed.

Yes, everything was clear

Yes.

**Questions about Dynamics**

*What do you feel about the gameplay?*

It’s a great concept

Fun concept. Easy to grasp and pretty addicting

It’s fun, but very challenging.

Its fun, I wanted to speed through the levels and the camera pace restricted this

Lots of fun! It’s one of those games you really want to keep going until you finish a level, like Candy Crush

Very smooth.

Fix continuity between levels

Frustrated.

*What types of choices or tactics and strategies did you make during the game?*

Move left & right so the stupid fish on top doesn’t move closer to you and then you die.

The only chance I really had to make a choice was to be really patient during the cat boss, which I feel paid off (though I still couldn’t beat it).

It’s a valid strategy to use the balloons and drop off random ledges so you can hit the bottom and fly to a different ledge

Wait for the top to show before moving (Something might be attacking in the top)

Whether to go left or right, which color fruit to use

Collect all of the fruit; minimize color transitions; take no prisoners (?)

Collect all fruits. Jump with the balloon to reach higher destinations

**Questions about Aesthetics**

*When did you begin to feel or experience [insert aimed aesthetic]?*

When my character died for the third time.

Right from the title screen

Right from the start. Bright colors, balloons, clouds, and a cute lizard.

Beautiful! The art is professional-quality

Awesome art

The first stage

*Did anything feel, look, or sound clunky, awkward, or confusing?*

Collisions aren’t dramatic: more gore (jk)

Felt a bit slow. Like the character speed or the camera speed

Some of the yellow and orange monsters are similar in color and hard to distinguish.

When I realized I didn’t pay attention to the tutorial.

Can’t comment on the sound too much, but what I heard sounded great. Other stuff was probably covered above.

Chameleon could have a bit higher acceleration

No, maybe just move some of the platforms a little over.

**Overall Comments on Game**

*Optional: Are there any mechanics, controls, sound, or interface features that need removing, adding, or changing?*

Allow users to use ASDW and numbers to control movement and color transitions, respectively

A button to speed up the camera speed? Variable jump height and a run button

When I got hit by the yarn of ball, the thing didn’t move for awhile so I was trapped...

Cat flying

No.

*Did you like or dislike the game? Why?*

I like the game; it’s challenging, and it’s a unique twist on a classic genre

Yes. Simple concept executed well

No. I kept dying. But yea it’s fun.

I liked it! I could find myself getting really drawn in trying to beat it, but also might find it very frustrating. If the creators of the game have so much trouble beating a level, it might need to be toned down a bit. But also, plenty of gamers won’t back down from a challenge, so that’s definitely a style choice.

Loved it. Would make a great mobile game

I liked it because its pretty cute, but also a little challenging. I think I’d need time to familiarize myself with the keys to change color first.

*Do you play games in this genre? Do you like this genre?*

Nope, nope

No, No

Yes? I like side-scrolling games? Does that count?

I play some platformers, and generally find them enjoyable.

Yes.

*Are there any other comments about the game that you would like to provide?*

Can I get three lives to start but hold up to 5 at a time? Also, can there be a shortcut to quickly restart a stage?

Nope, good job! The art in particular is awesome.

No.

Maybe include a frame with the colors and the monsters that correspond with the colors? the blue and purples are a little confusing to tell the difference

Maybe make some enemies’ colors clearer.

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