**PlayTest Report: Beta**

Game Name: Prismatic Chameleon

Team Name: Team 1: MVP

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

Date: 11/20/17

Tester(s): Mason, Vinay, David, Matt

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* The art was very impressive
* The concept is very cool
* Jump is floaty, but controls feel fine

Issues list from PlayTester(s)

* Lava stage music is repetitive (Aesthetic)
  + The lava stage music seems very repetitive and can invoke an anxious feeling
  + Direct action – change the music to better match the theme
* Floaty Jump (dynamic)
  + The player jump looks floaty
  + Ignore Issue - we have implemented a hard drop to address this issue, furthermore, the floaty jump is necessary in some of the more difficult stages
* Slow scrolling speed (Dynamic)
  + Sometimes the players would have to wait for the screen to scroll
  + Direct Fix – include a speed up camera option

\* Interface includes all instructional information.

**APPENDICES: Field Notes**

**PlayTest Field Notes: Beta**

Game Name: Prismatic Chameleon

Team Name: MVP

Project Milestone: Beta

Observer Name(s): Vaidehi, Pauline, Masahiro

Date: 11/19/17

Name of Tester: Mason, David, Vinay, Matt

**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: tutorial – had trouble with picking up balloons in the middle of the level
* Start + x time: confused by cat boss stripes – didn’t realize that was the color they needed to match (top of ice stage)
* Time 2: enjoyed the art a lot
* Time 3: died very quickly by bear boss on lava stage
* End: Liked the victory screen

**Post-Play Verbal Feedback**

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

Provide detailed feedback of PlayTesters after playing game using the questions below.

**Speed to Fun Questions**

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

*yes*

*Was there anything you found frustrating?*

*Platforms – hitboxes don’t match*

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

*Go up – yes*

*Don’t die*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

*yes*

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

*Yes – colors confusing but unavoidable*

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

Yeah

yes

**Questions about Dynamics**

*What do you feel about the gameplay?*

*Floaty jumping*

*Same height but higher gravity for jump*

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

*Stock up on fruit whenever you can*

**Questions about Aesthetics**

*When did you begin to feel or experience cute, colorful, and difficult?*

*Pretty quickly – after dying twice*

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

*Repetitive music – feels anxious – music correlate to theme of level (mainly lava stage)*

**Overall Comments on Game**

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

*Scrolling speed variable – waiting for scrolling*

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

*Liked it – thought it was good*

*Liked the art*

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

*Yeah, yeah*

*Yes, yes*

*No, no*

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

*Keep it up*

*Character animations – make more obvious*