**PlayTest Report: <Milestone Name>**

Game Name: Prismatic Chameleon

Team Name: Team 1 (MVPgames)

Observer Name(s):

Date: 10/16/2017

Tester(s):

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* <Ex: Players thought that the jump looked unrealistic>
* Thought the basic color change concept was interesting
* The tutorial was easy to pick up
* Should expect people to already know how to play the game because it is common
* Most players immediately thought it was fun/cute
* Controls were smooth
* Players wanted to play/try again after they died
* Overall objective of the game was very clear

Issues list from PlayTester(s)

* Issue Title (include whether Interface\*, Mechanic, Dynamic, and Aesthetic)
  + Description, including possible solution when relevant
  + Team Action (include whether Direct, Indirect, Ignore Issue): write about the fix or provide a rationale as to why the issue is being ignored
* <Ex: Unrealistic Jump (Mechanic)
  + Player character’s jump appears to be a too floaty looking. The underlying physics need to be fixed.
  + Direct Fix: Change the jump value>
* Some players liked and were impressed with the pausing for tutorial steps, others didn’t and thought it was annoying.
  + Players thought frequent pausing was annoying
* They didn’t like not being able to move before facing the boss. Many players thought it was a bug when it was intentional. Need to anticipate that people will be at the stairs before the boss and will get confused if they can’t move.
  + Player suggested to add a sound to let the player know that the boss is coming
* Thought the moving screen was slow for both tutorial and level 1
* It took players a while to figure out that colored ice can cause damage and should’ve been communicated better at the beginning
* Improvement needed for fruit/color distinction in the corner
* Color of the chameleon and enemies were confusing. Need to differentiate them better
  + Change default color of the chameleon it was confusing to player
* Some players didn’t know what to do at the boss level
* Jump is disproportional to scrolling
* The importance of color wasn’t expressed enough
* One player wanted more lives
* Players thought the hearts were items when they indicate health
  + Change hearts to a health bar
* Some people got far with just jumping through everything which takes away from enjoying the game
  + Should add more obstacles

\* Interface includes all instructional information.

**APPENDICES: Field Notes**