**PlayTest Report: <Milestone Name>**

Game Name: Prismatic Chameleon

Team Name: Team 1 (MVPgames)

Observer Name(s):

Date: 10/16/2017

Tester(s): Meera, Jared, Tyree, Tyler James, Stacy Nguyen, Het Barucha

**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
* Some of the colors were difficult to distinguish
* Many were confused when the player stops moving upon boss approach

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>
* Pausing during tutorial steps (interface)
  + 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
  + Direct: we can change the tutorial stage to have stationary messages and have the pausing as optional so that the player can choose if he or she wants to interrupt the flow of the game
* Freezing player during boss approach (aesthetic)
  + 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
  + Direct: add in a tutorial message to indicate that the player is paused due to the boss and add sound
* Slow moving screen (mechanic)
  + Some players thought the tutorial camera was too slow, but some seemed to need the slow camera speed
  + Direct: allow player to choose difficulty level, which affects camera speed
* Multicolored ice (aesthetics)
  + It took players a while to figure out that colored ice can cause damage and should’ve been communicated better at the beginning
  + Direct: include a tutorial step to explain the multicolored ice
* Color confusion (aesthetics)
  + Players confused colors such as grey and blue, blue and purple, etc; Improvement needed for fruit/color distinction in the corner
  + Direct: change the chameleon default color to blue and take out the grey chameleon, make blue and purple tints more obvious for cat boss
* Tutorial Boss (dynamic)
  + Some players didn’t know what to do at the boss level
  + Direct: change the tutorial message so it is more clear
* Jump is disproportional to scrolling (mechanic)
  + Jump was too powerful
  + Direct: decrease the jump value
* The importance of color wasn’t expressed enough (aesthetic)
  + Players didn’t follow the color changes as well
  + Indirect: remove confusing colors
* One player wanted more lives (mechanic)
  + One player thought it was too hard and wanted additional lives
  + Ignore issue: we want the game to be reasonably challenging, adding additional lives will make it very easy and would not pose a challenge to the player
* Health as items (interface)
  + Players thought the hearts as lives were items when they indicate health
  + Direct: add see through background to health and possibly add label
* Jumping takes people too far
  + Some people got far with just jumping through everything which takes away from enjoying the game
  + Direct: add more obstacles
* Ice stage length (dynamic)
  + Some people thought ice stage was too long
  + Indirect: increase the camera speed of ice stage
* Hard drop (mechanic)
  + Player didn’t realize there was a hard drop
  + Direct: indicate the hard drop using a tutorial message
* Too many colors to keep track of (dynamic)
  + Some players thought there were too many colors and found it difficult to switch between them
  + Direct: restructure interface format to make colors more clear, also introduce colors slowly to allow players to get them accustomed to them

\* Interface includes all instructional information.

**APPENDICES: Field Notes**

**PlayTest Field Notes: Sprint 3- Proof of Gameplay**

Game Name: Prismatic Chameleon

Team Name: Team 1: MVP

Project Milestone: Sprint 3 Proof of Gameplay

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

Date:

Name of Tester: Tyler James, Stacy Nguyen, Het Bharucha

**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: its so cool/ cute
* (first enemy): went to the yellow snake immediately
* (first enemy): confused about inventory heart
* (first bird): blue and grey confusing – change initial enemy color
* (at red fruit): surprised about red color change
* (inventory instructions): Some read the instructions carefully
* (inventory instructions): Paused the game to get accustomed to inventory keys
* (right before tutorial boss fight): confused about being stuck at the ladder – intentional (at tutorial boss)
* (initially during tutorial boss fight): tried to collect yarn ball
* (during boss fight): Had some issues with ladders – player got stuck moving to the side
* (during final boss color change): cat boss purple and blue not sure
* (beginning of ice stage): confused about colored platforms - Mention changing color platform
* (first blue platform in icestage): thought general ice tiles were blue platforms
* (End) : no one actually got to the end

**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, tutourial laid out well*
* *Easy to follow*

*Was there anything you found frustrating?*

* *Slow moving map restricted pace. I wanted to move faster through the map than allowed*
* *Looking at inventory to figure out which button to press for color change – less colors*
* *Too much pausing / more spacing between pauses - breaking the flow of gameplay*
* *Hard to pass platforms- hitbox issue*
* *Gripes – don’t like tutorial stops – takes out the flow – some could have figured out on his own – tutorial messages float up instead but have to make it visible*
* *Platform hit boxes – easy to die when slightly near colored platform – make hitboxes smaller*

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

* *Yes, objective of the game was to collect various fruits in order to change color of chameleon and get to the top of the map*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

* *Simple platformer*
* *Yes, except for tutorial – no pausing – and put messages right above the situation eg red fruit or yellow enemy – or allow pause and then they can pause to read messages*

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

* *Yes*
* *Nothing off – jumping and speed are fine*
* *Might be difficult for ppl not used to platformers*
* *Reduce jump height*

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

* *Yes*
* *Nice interface – easy to understand*

**Questions about Dynamics**

*What do you feel about the gameplay?*

* *Pace felt a little slow*
* *Liked idea – challenging*
* *Camera scrolling slow – but plays a lot of platformers – felt slow on icestage – ice level long but camera was slow*

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

* *Player was given few decisions on which path to take to the top, very linear*
* *Change colors while in air for platforms ( ice stage)*

**Questions about Aesthetics**

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

* *When I first changed colors to defeat my first enemy*

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

*Not sure what the chameleon is (animal wise)*

**Overall Comments on Game**

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

*Difficult to manage all of the colors – maybe less colors*

*Customizable stomach location so its not blocking an important part of the screen*

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

* *I enjoyed the idea of forcing the player to change his colors in order to defeat enemies and navigate through the map*
* *Liked idea*
* *Didn’t like number of colors*
* *Liked the polished*
* *Like core mechanic of the game*
* *Cool base concept*
* *Most smooth game played so far – nice pop up for tutorials*

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

* *Not often, I enjoy more immersion*
* *Not often*

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

* *Speed up the camera if the player is above a certain point of camera. I did not enjoy waiting on camera*
* *Couldn’t move when the boss was coming up – need something to show its intentional – maybe instead let the player move up to the platform and then the boss shows up when the camera stops scrolling – thought it was a bug :/*
* *Pause function slightly broken*
* *Minecraft ladders – mistaken for place holder art …*