**PlayTest Field Notes: Alpha**

Game Name: Prismatic Chameleon

Team Name: Team 1 MVP

Project Milestone: Alpha

Observer Name(s):

Date: November 6th

Name of Tester: 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:**

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. 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.

*Was there anything you found frustrating?*

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

Same as above 😊

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

Yes. Get to the tippy top.

*Yes*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

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)

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

Yas queen

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

**Questions about Dynamics**

*What do you feel about the gameplay?*

It’s a great concept

Fun concept. Easy to grasp and pretty addicting

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

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*

*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

**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*

*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*

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

Nope, nope

*No, No*

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

Maybe make some enemies’ colors clearer.

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