**PlayTest Field Notes: <Milestone Name>**

Game Name: Prismatic Chameleon

Team Name: MVP

Project Milestone: Beta Test

Observer Name(s): Masahiro, Vaidehi, Pauline

Date: 11/27/17

Name of Tester: Tyree Pearson, Clay, Meera, Sheena, Hayden

**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:
* Start + x time: ice stage – waiting a lot on the ladder for the screen to scroll – maybe add more challenges
* Time 2: ice stage ladder snake – confused about the color of the green ladder snake
* Time 3:
* Time 4:
* Time 5:
* Etc.
* 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*

*Yes*

*Was there anything you found frustrating?*

*bigger distinction with the green enemies-*

*scroll felt slow*

*scroll was slow; some colors ambiguous*

*hitboxes*

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

*Get to the top*

*relative, since i have played the game before.*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

*yes*

*Yes*

*hitboxes for platforms were off*

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

*yes, yes*

*liked them, very professional*

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

yes, yes

tutorial is good

**Questions about Dynamics**

*What do you feel about the gameplay?*

*smooth.*

*Good.*

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

*lot of different fruits & icons, unclear on what should do*

**Questions about Aesthetics**

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

*i like it, gives joy*

*Blissful*

*immediately*

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

the switching from ladder to cloud to dodge enemy

didn’t know if clouds were safe

Dislike latter mechanics; too easy to fall

**Overall Comments on Game**

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

*increase scroll speed if chameleon top*

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

*really liked color changes*

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

*no, enjoyed this game*

*no, but really liked ladders*

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

*its addictive*

*art is very pretty*

*controls are professional*

*Pixilated main menu options*

*slow down ice stage snake*

*add more blue fruit in ice stage*

*floaty*

*unicorn balloons were hard*