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

Game Name:

Team Name:

Project Milestone:

Observer Name(s):

Date:

Name of Tester: Matt Meleen, Ian Mobbs. Jared Allmaras

**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:
* Time 2:
* 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?*

The tutorial was helpful and the controls being on-screen made it easy to reference back to them, but I still found myself struggling to hit the right key under time pressure.

Tutorial was super helpful. Only thing I didn’t understand at first was the purpose of the fruit, since that came later in the game.

Yes, tutorial was helpful

*Was there anything you found frustrating?*

Some of the colors (on the cat boss specifically, but also orange/red on the player) were hard to distinguish. As mentioned above, the controls felt clunky at times. There are a lot of colors.

I have no hand-eye coordination so the game was hard for me – but still fun! I’m also not fast enough to change colors when hopping between platforms.

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

Yep. Go up. (Though to be fair, the first time I faced the cat boss I had to be told that it had colors that I needed to switch to to damage it)

Yes, but there should be some incentive to killing the mid-stage enemies instead of just avoiding them

*Game camera guided me to the objective*

**Questions about Mechanics and Interface**

*Were the mechanics easy to understand and perform?*

Mentioned above.

yes

Yes

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

Mentioned above.

Good, yes

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

Yes, everything was clearly listed.

Yes, everything was clear

**Questions about Dynamics**

*What do you feel about the gameplay?*

It’s fun, but very challenging.

Its fun, I wanted to speed through the levels and the camera pace restricted this

Lots of fun! It’s one of those games you really want to keep going until you finish a level, like Candy Crush

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

The only chance I really had to make a choice was to be really patient during the cat boss, which I feel paid off (though I still couldn’t beat it).

It’s a valid strategy to use the balloons and drop off random ledges so you can hit the bottom and fly to a different ledge

**Questions about Aesthetics**

*When did you begin to feel or experience [cute, fun, fantasy]?*

Right from the start. Bright colors, balloons, clouds, and a cute lizard.

Beautiful! The art is professional-quality

Awesome art

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

Can’t comment on the sound too much, but what I heard sounded great. Other stuff was probably covered above.

Chameleon could have a bit higher acceleration

**Overall Comments on Game**

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

Cat flying

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

I liked it! I could find myself getting really drawn in trying to beat it, but also might find it very frustrating. If the creators of the game have so much trouble beating a level, it might need to be toned down a bit. But also, plenty of gamers won’t back down from a challenge, so that’s definitely a style choice.

Loved it. Would make a great mobile game

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

I play some platformers, and generally find them enjoyable.

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

Nope, good job! The art in particular is awesome.