

# Irritative prototype #1

The purpose of this play testing analysis is to evaluate the first level of a shooter and collect-items game to determine if its level of difficulty is scalable to several levels. The game is currently in its prototype stage, and user feedback was collected to assess the game's strengths and weaknesses.

After playtesting the game, users provided the following feedback:

- Make the text more visible
- Perhaps make it slightly shorter (level)
- Make the difficulty less high for a tutorial
- Make the goals more obvious
- Visual feedback from killing the enemies.

## Text Visibility:

One of the main issues that users faced was difficulty in reading the text on the screen. Solution: increasing the font size and choosing a clearer font typeface and different colors/contrast to make the text more visible.

## Level Length:

Users suggested that the level could be slightly shorter. Solution: breaking the level down into smaller parts or introducing more checkpoints to make it easier for players to progress through the game.

## Difficulty:

Users felt that the game's difficulty was too high, especially for a tutorial level. Solution: reduce the difficulty level or add a very clearly indicated tutorial mode with less challenging enemies to help players get familiar with the game's mechanics.

## Goals:

Users felt that the goals of the game were not clear enough. Solution: adding clear objectives or making the existing ones more prominent. This can be achieved by using visual cues or indicators to guide players.

## Visual Feedback:

Users also suggested that there should be more visual feedback when enemies are killed. Solution: adding an HP bar, animations or effects to make it clear when an enemy has been defeated.

## Conclusion:

Overall, the feedback received indicates that there are several areas of the game that can be improved. By implementing these changes, the game's level of difficulty can be scaled to several levels as the players climb the tower.