Analysis Playtesting session

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After the playtesting session done with classmates on week 11, some ideas have been taken in order to improve the video game design. The first impression about the game was that, even after reading the instructions, the game mechanics are not clear to the player. But after playing the first level a couple of times the testers said that the game mechanics become way more clear, so I think that once the outfit changes when power ups are used are added, this kind of doubts will be cleared.

Another suggestion was the idea of a progress bar to make clear how long the power ups are going to last, but in my opinion, maintaining this time element diffuse makes the game more exciting, since the player feels the pressure of time in a more intense way.

Also the dinosaur power up seemed a little bit confusing since the players didn't know the range in which this power killed the enemies. This factor, along with the problems that this power up is causing in development have made me change my mind. The dinosaur power up will make Rosie breath fire for a little time. This way both problems (unknown range and development problems) are solved.

These are the main ideas I got after the playtesting session, and it will help mith the development of the game, since I got a couple good changes for the game. Besides those critiques, the players seemed to be having a good time playing the game, which is a good sign.