

Final Project Testing Report

In class testing: Swathi→

I really enjoyed playing your game! I like how different each level was, it made playing more fun. The graphics were also very original and changed with each level, which was cool. The fighter changed as well which I liked, it made it feel almost as though you'd made two different games instead of two levels. I think in the middle bottom there was a red spot? I'm not sure if it serves a purpose but it was just there, so maybe remove it if it doesn't do anything. The levels were a good difficulty, except maybe make the second level enemies a little faster so there's more contrast. The sounds were also good. Overall, I really enjoyed playing your game!

Response to Swathi→

In response to Swathi's feedback, I decided that making the level 2 enemies a little faster was a good idea. I enjoyed this suggestion because it provided more contrast between the two levels. To do this, I increased the amount that x increased in the animate method. Before, it was $x+=2$. I have now changed it to $x+=4$ so that they move faster horizontally. There was also a problem that Swathi identified with the projectile of the other player being shown at the bottom of the screen. To fix this, I created two visible variables. One variable makes the first projectile visible, and the other makes the second projectile visible. Now, when I press the spacebar, only one projectile becomes visible.

Outside class testing: Alberto→

The game was really well thought out, but I have a couple suggestions. Firstly, I would recommend making the writing at the beginning more visible, and correcting the typo that says '2 player' instead of '2 players'. I would also change the colors because the words don't stand out enough on the orange background. I also think you should find a louder noise for when the enemy is killed because you can't hear this one very well. Finally, I would suggest making the players different colors to distinguish.

Response to Alberto→

In response to Alberto's feedback, I decided to change the colors at the beginning screen because I agreed with him that it wasn't visible enough. So, I changed the colors from orange and blue to grey and dark blue so that the words stood out more. I also picked a louder noise for when the enemies died. I decided that I liked having the players be the same color because it added to the conformity of the bottom side.