

Thys:

- Play tester: Ayla (mostly a player of more creative and slow games) and Stuart (lover of fast paced games, experienced with games and world building), sophomores
- things I learned: some wall decor looks like they are interactables, why shadows on both sides of the walls, is there a story/progression and how do I find it
- impact: maybe remove the wall decor, maybe change the shadows to be on only one side of the wall, add in somewhere that tells you where to go or what the goal is

Atharv:

- play tester: my brother
- things i learned: knight looked too small/map was too big ; add things to do
- impact: let the knight do more things? design spaces to be more tight instead of open

Nagato:

- section 1:
- Nishida Keigo - He plays few games, but enjoy mostly enjoy RPG games
- section 2:
- some tiles of the floor looked like roofs, and confused him.
- felt the lack of space setting, especially the appearance.
- wished there was a npc that allowed him to gain information about game, if not a how to play screen.
- section 3:
- we will adjust the flooring and background to add a bit more sense of space to match our game.
- if there is enough time, we will add npc to give information about tips or how to play the game.

Leo:

- Garan:
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- He is a senior student at Tesla STEM who casually enjoys games like Fortnite and NBA 2K.
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- He mentioned the following:
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- He wanted a small tutorial so he knew the backstory of what the story is, why the setting is what it is, and how the controls and gameplay work
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- He couldn't quite distinguish between what you could collide with and what you couldn't
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- He thought the green computer screens would have some significance other than design
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- He said the player movement was smooth and the sword animation was very good but the player could be bigger
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- Now we have some feedback that we will consider when we make the final touches to the game:
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- We will make the player bigger, add a tutorial to the beginning of the game, and in that tutorial clarify the backstory and the things you can interact with
- (The collision feedback is something the player should discover for themselves)

Alex:

- 1. Sister - my sister doesn't play video games, and she represents the user base that would have previous experience with video games in terms of standard controls, objectives, friendlies/enemies, etc.
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- 2. I learned that we spent a lot of time planning our game and got to know it well so we assumed that everyone else would know how to play it. As a result, we didn't spend time setting up an instructions as well as an introduction/tutorial. This led to a lot of confusion by the tester as to how to play the game, and what the player is even trying to accomplish in the game. (Pretty boring if you have no clue what is going on!)
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- 3. Moving forwards, we hope to implement an introduction in the start of the game with NPC dialogue to give some background knowledge on the lore of the game as well as basic controls and functions.