

Bas

cool mechanics

explanation is extremely clear flashing spacebar

options & abilities: - moving - dashing through the walls - charge it up to get longer distances

learn basic controls: - through the very informative tutorial

level's goal: - jump over the walls and reach the end

explain rules: - dash over solid terrain

why two walls: - one is bigger than the other, so you need a longer dash to make it over the second one than the first one

next part: - enemies that are going to shoot or hit you and more of these walls with different sizes

surprised: - n/a

frustrated/bored: - n/a

charge up dash and no moving makes it past the first wall

add indicator that you have to move while dashing to make it across

very original, haven't seen anything like this for the game design class yet.

## Sensation

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- epic:
  1. when you have to cross the wall
  2. nice that multiple ways to control the player
  3. when you move around
- proud:
  1. first couple tries didn't work, press down longer, nice when you figure it out
- deep sense:
  - understand basic controls

## Fantasy

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- time period:
  - n/a
- who are you:
  - n/a
- happened:
  - n/a
- abilities:
  1. dash
  2. multiple options to move
  3. rotate the player
- how learn basic controls:
  - in the tutorial that was shown

## Challenge

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- goal:
  - level: introduce player to abilities and controls
  - explore?
- sufficient
  - yeah
- fair & interesting:
  - yes i think so
- explain rules:
  - cannot move through rocks also cannot move through border (white line) it has to move to the top
- controls responsive?
  - yes
- hud:
  - n/a

## Narrative

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- 3 rewards:
  1. learning the abilities and the controls
  2. n/a
  3. n/a
- 3+ motivation:
  1. once you're past the first obstacle there's a different controls explanation and that makes it clear you've successfully completed the first challenge
  2. n/a
  3. n/a
- achievable & fun challenges:
  - yes, at first i didn't realise i have to hold the space for a long about of time and you also have to press forward otherwise it still goes into the wall. in the end i figured it out and it was a small channelge but it was fun
- gameplay strat:
  - trying stuff
- next part?
  - i think you will have to do these things in the tutorial but without the explanation

## Fellowship

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- provided aid
  - no restart whole level if you collide
  - explanation of the keys
  - arrow which indicates which direction you're aiming at
- solo/friends:
  - solo
- adjust after watch others: *just showed him playing my game*
  - you don't have to hold the dash key you can just spam it
- likeable:
  - looks like a spaceship or something. i don't know why the character wouldn't be likeable

# Dicoverry

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- 3 big surprise:
  1. beginning bit surprised at how many controls there were, not important gameplay wise
  2. if i hadn't played the game i would be surprised that you dash further when holding the dash button
  3. hold space, but no moving, won't dash as far
- achievements:
  - maybe an achievement to reach the next section, but
  - achievement that you learn new abilities

# Submission

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- how long
  - not long to complete, but i've been moving around for idk 15-20 mins
  - the controls are not really boring
- 3+ moments frustrated/bored:
  - first i didn't realise you also have to move while dashing
- distracting
  - not really

Jochem

it is smooth tip: w+space in controls hints

options & abilities: - wasd - death - dash

goal: - get to the other side of this slimey goo

can you explain the rules: - blue is death - no outside of white lines - if move while dash you go further

achievable & fun challenges - fun, but not much challenge (even though i was quite struggling just now)

next time on phurey: - shooting at enemies

big surprise: - level ended soon

frustrated or bored - struggle at w+space. annoying that i couldn't get through

distracting: - red arrow

Patrick

game looks nice

bit unclear: only says spacebar

goal of dash mechanic is unclear

what options & abilities: - movement - dashing

how learn basic controls: - looking at what's on the screen and trial and error

goal: - dash through the two walls

next part: - enemies - more obstacles

surprised: - n/a

frustrated/bored: - in front of thin river, long press takes you into the wide river and you get set back to in front of the first river - confusing that obstacle is thinner in some places than others visually, but not in the actual collision