Graphics and Interaction Project 2

Post Task Walkthrough

Player 1:

* Change particle colours to green
* Controls seem okay
  + Don't want the controls too easy
  + Input sensitivity is good
* Dying was recognizable
* Maybe include a point system

Player 2:

* Maybe indicate how to start (click to start)
* Controls (side to side) are smooth
* Game was too hard
* Maybe include levels of difficulty
  + Death blocks
* Add a background, texture to tiles

Player 3:

* Game is intuitive
* Acceleration is too fast
* Satisfying to play
* Ball bouncing seems legit
  + Simple style is good

Player 4:

* It is easy but fun
* Make the gameplay more interesting
* Controls were good
  + Not too sensitive
* Satisfying to win
* Score would be good
  + Faster you win the higher score you get
  + Gain points for eating particles

Player 5:

* Change from click to space bar
  + Rest of the controls ok
* Difficulty was alright
* Played it before
* Getting the angle on the rebound was hard to understand
* Simple style, could add my background features
  + Doesn’t like Christmas colours
* Too much empty space