EECS 290 Playtesting Doc

Chris Zhang, Brian Pang, Jaeyong Kim

Playtester #1

Name: Tae Sik Won

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Comments:

* Level 2 and 3 is just way too hard. Maybe make more levels in between or make the levels easier.
* Very frustrating. If you get caught around at about the mid-point of the game, there is no way clearing the stage in time. Maybe add a checkpoint or some sort?

Playtester #2

Name: James Hwang

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Comments:

* The part when returning to the beginning after getting caught feels a bit unnatural.
* Its weird to see the character bounce off from the wall when it collides. Sometimes its hard to control when trying to go in between walls.

Playtester #3

Name: Noah Tietsort

Email: nmt32@case.edu

Comments:

* Change the spawn location of the first level. It’s frustrating to get spawn killed at the beginning of the stage
* Kept running out of time on Level 2 - consider increasing allowed time

Playtester #4

Name: Tim Mayer

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Comments:

* Change the spawn location for the first level - it’s a steep learning curve
* Level 3 character doesn’t appear on screen

Playtester #5

Name: Katie McCormick

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Comments:

* Spawn location first level
* Need more time on level 2
* Wall collisions kinda weird

Planned changes:

* Give more time to complete levels 2 and 3 to make it easier/less punishing
* Will change spawn location of first level
* Possibly add another intermediate stage
* Make it more obvious when you return to the beginning
* Glitch on level 3 where character doesn’t appear will be fixed once we have a working model

Probably won’t change:

* We might look into checkpoints but it’ll take some time to implement, and we’re not sure if we can do that before the next submission
* Fixing the wall collision stuff will probably require us to rebuild the levels from scratch and we don’t have the time to do that