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| A picture of a winding road and trees  Level Design Playtesting Document  [Document subtitle] | Abstract  [Draw your reader in with an engaging abstract. It is typically a short summary of the document. When you’re ready to add your content, just click here and start typing.]  The Tri-Guys  Level Design |

Playtesting Document

# Brief

This document is meant to grow and widen overtime with information regarding accessibility and playability as more and more play testers are brought into the fold.

All players will be given a standard configuration: a set of mouse and keyboard with functioning buttons highlighted, placed at the start of the level. Players will be given a fair amount of speed, two jumps they can use for elevation, the ability to run across along walls and the ability to hook onto set points of the level. The hook will allow the player to swing with exaggerated momentum to reach certain ledges ahead of them. When used together the mobility, momentum and elevation should present the player with a challenge, the ability to and the satisfaction from overcoming sections of the game.

# Who/What Will Be Evaluated?

Play-testers of varying yet similar experience will be presented with the game. They will be asked to play with a mouse and keyboard with six buttons. The goal for them will be to get to the end of the level, checking and measuring their control, enjoyment and frustration

We’ll gather input from people inside our classroom and giving friends with experience of games a shot. We want a spectrum of players to give their input built from their own experiences. The suggestions and findings won’t drastically steer the game away from a first-person platformer. But it will help us consider tuning the game to make the mechanics make more sense and be more fun. Improvement and sensibility are the name of the game.

# How Did Players Find the General Gameplay?

The overall gameplay is good.

# Has Anyone Had Difficulty Completing the Game?

No one has had difficulty completing the game.

# How Does General Movement Feel?

Movement of the player avatar is good.

# How Easy is It to Use the Grappling Hook?

The grappling hook is simple to use, deactivate and swing.

# How Well Does the Mobility and Grappling Work Together?

The wall running, double jumping and swinging all work together well.

# Is the Game Completable?

You can complete the game. You can reach the end by using the mechanics together in tandem.

# Internal Testing Sheet

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| Testing Type | Requirements | Expectation | Reality | Working as Intended? | Misc. Details |
| Start up | The game should be able to start up and run without error. | The game should be able to start up and run without error. | The game does not crash upon start up and boots the player into the menu. |  |  |
| Movement | Testing movement | The player should be able to move freely. | The player is able to move back and forth on the ground, jumping and landing normally. |  |  |
| Added Mobility | Successful double jumping and wall running | The player must be able to jump twice before touching the ground again and must be able to slide along walls. | The player is able to double jump, have control over their airborne movement and stick to walls. Latching to a wall will reset their jump allowance. |  |  |
| Grappling | Be able to hook onto the environment | Hook entity attaches to where the player is looking, tethering them to the environment. Upon detaching the player will have free movement. | The player can shoot and attach a grappling hook to the environment. |  |  |
| Swinging | Attaching onto the world and swinging the player | The player should be able to tether themselves to the world and use their velocity to clear gaps.  If the player is able to clear one gap safely, this is a success. | The player is able to swing with the help of the grappling hook. The rope allows them to use their momentum. |  |  |
| Complete the game | Successful completion of the game, from beginning to end | The player must be able to complete the game at least once. If the functionality or the idea works at least once, then this is successful. | You can complete the game through the use of the game mechanics. |  |  |