Playtesting: Gameplay and Variables

Player information

Age:

Gender:

Do they fall under our initial demographic?

First-time Gameplay:

* At first glance, can you figure out the objective of the game? Consider assets and the user-interface.
* As far as controls go, are they quick to learn and are designed ergonomically? Would we need a simple instruction screen to demonstrate how to play?
* After 3 attempts, what aspect of the game do you find interesting and would cause you to play more? Equally what negative aspects of the game do you find unappealing?

Assets and Level Design:

* How do our character assets look aesthetically? Do they fit with the theme of our game?
* How does the UI help you as a player? Do you know what each component represents? If not, what adjustments/additions could be made?
* Is our level aesthetically pleasing? Does it look proportionally right? If there is a hint of negative aspect, what could we polish?

Mechanics and Variables:

* Do our trajectory physics work as intended? Is the power function easy to manage?
* Is the bounce mechanic random enough to reduce skill-based gameplay? Should the characters be bouncier or less?
* Does the wind have the right impact upon the characters? Are certain speeds too weak or too strong? Is the duration of the wind too long or too short?

Overall feedback:

Mechanics and Variables:

* Do you like the game? Does it suit the intended audience? This is your chance to say anything and everything.
* Our game is intended for 2 players to play simultaneously. Does the game allow for heated competition? From your perspective, does having an opponent playing at the same time make it more engaging and fun to play?
* Are there any unasked questions you would like to raise? What could we do to further improve your gaming experience?