# Playtesting Feedback – 27/02/18

General comments and summary on gameplay:

* It wasn’t clear what the objective of the game was without clear verbal description
  + Once described, however, core timing mechanic seemed quite fun. Complimented on the fast pacing of the game
* Speed of timing bar far too fast and unforgiving at start of game
* For player 1, text is always upside down. It’s impossible for player 1 to read the first wave of initial text without help from player 2
* Game does not restart/exit to a menu after a player wins – restarting the game is a tedious means to get playing again
* Winning the initial timing test seems to make the player go second (the first punch is thrown, however, it doesn’t move the other player at all, placing them at a disadvantage)
* Some ‘bad’ punches appear to move a player equally as far as ‘good’ punches
  + Presumably a bug
* Timing bar was quite wide and chunky, making it distracting
  + Likely a scaling issue
* The oval-shaped indicator on the timing bar glows yellow when tapped, confusing the player as this has no functionality whatsoever
* Not immediately clear which player’s turn it is
  + Took a while for players to click that the red in the background for player 1 correlated with the colour of their number

## Top 3 Personal Gripes

1. Game does not, in any way, keep both players immersed in “suspense bubbles”
   1. Once one player is ahead of the other, it is almost guaranteed that they win. There is no chance for comeback and this dramatically reduces competitive element of game
      1. Why should I bother playing if there’s no chance for me to win?
      2. Game needs to feel like a two horse race all the way to the end to maximise payoff
   2. With no suspense, there is no reason for players to keep playing. Players need to be kept on the edge of their seats!
2. The difficulty in timing is static, not dynamic
   1. Damages the Learn, Practise, Master loop
      1. If game doesn’t increase in difficulty over time, there’s only the static timing formula to master – game quickly becomes too easy and players will fall out of flow state
   2. Fixed timing also makes game needlessly difficult at the start of the game when players are first learning, as mentioned in playtesting
3. Lack of restart
   1. Catastrophic for an otherwise fast paced, ‘pick up and play’ game. Destroys immersion – nobody wants to close an app and restart it every time they want to play a new round of a game.
   2. Also harmful for Learn, Practise, Master loop, as practicing the game is made dramatically harder for players