# Playtesting Feedback – 25/03/18

## Key Points

* Initial ‘Best Score Goes First’ text is confusing
  + Likely because there is no direct, obvious ‘score’ (score is invisible to end user and relates to timing performance)
* Timing progression seems much fairer than in previous builds
* Mechanically, addition of powerups creates a negative feedback loop that dramatically helps the losing player
* The implementation of this, however, is a confusing mess
  + Keywords such as ‘Double Chance’ and ‘Power Hit’ are confusing to players – it isn’t immediately obvious what these things do
    - Iconography would probably help dramatically with this
* Not immediately clear who’s turn it is
  + Like with previous playtesting feedback, the change in background colour is not enough
* Lack of theme and assets in current build is very unengaging
  + Programmer art is unappealing
* Again, as with previous feedback, players do not immediately understand the goal of the game
  + May be worth investigating the implementation of a very brief and small ‘instructions’
    - Page 14 of the brief “the game should feature no more than one introductory info page as a tutorial. Everything else should be learned from the signs and feedback of the game”

## Designer Notes

* Feedback is almost entirely consistent with that received in the previous weeks
* Plenty of time to iron out these issues in the coming weeks
  + Started to see this happen already with issues such as the lack of difficulty scaling
    - Scaling is now not only in place but has been playtested to ensure fairness and functionality