-PLAYTESTING-  
-FINAL WEEK, 6/4/19-10/4/19-

Tutorial

* Tutorial gets stuck on second whale – it never appears whether we do prep or not
* Icons above the cannon and the grate could be bigger
* Controller information and updated dpad icon make it much easier to tell what you’re supposed to do before you get into the game
* Rock crash comes up too quick in the game, let the player have a couple of seconds to take everything in before throwing them into the gameplay
* “I like that you can physically see when an object is being held by the player”
* “the tutorial should show me everything I need to know for the main game level. While this may be the case, I can’t tell as we cannot get past the second whale”
* “I don’t like that the flags above the cannon aren’t directed more towards the player as it makes them quite difficult to read”
* “I like the intro screen with the whale splash”
* “The icons for buttons on the player select screen aren’t consistent, some are for the Xbox One and some are for the 360”
* “Why can’t I put a fucking barrel into the cannon” – player doesn’t have freedom of exploration during the early parts of the tutorial and this led to some frustration
* “Ooh tick” – player enjoyed the visual feedback that comes from learning how to overcome different obstacles
* “The buoyancy on the objects is cool”
* “I really enjoyed interacting with the cannons”
* “The timers beneath the players were intuitive for me”
* “Sometimes, my action input didn’t seem to register”

Main Game

* Could not be tested as the levels do not stream correctly, navigating to the main game directly from main menu leads the player into the tutorial level
  + This was fixed in between testing sessions and allowed us to test properly with the next pair of users