**Player Feedback**

Players responses:

From the player’s playtest, the players had problems with the drag and drop mechanic because it was not intuitive because the mechanic requires the player to place the asset on the previous one that has been placed. For that reason, the drag and drop mechanic is not intuitive for the player.

Another problem with the mechanic is that the collision. The asset can be placed when the mouse is hovered around the center of the asset. When placed near the edge of the assets the track sometimes is not placed in the game which makes the drag and drop mechanic frustrating for the player.

The track highlight that appears from the track usually confuses the player because is only highlighted when the mouse hovers over it without the track asset dragged. This gives the false impression that it is not well placed.

Some observations have been made when the tracks are placed. You can place more tracks in the same place that visually and mechanically is broken and created the issue where the can be stuck in the track because of the collision of the assets.

And last problem noticed has been about the hazard assets and its visual hierarchy. In the demo level the first ground platform asset does not trigger the Game Over screen and the game goes along with the player character moving on the platform. And the top spikes are not clearly visible because the background has similar colours and the players don’t know when to avoid them.

Conclusion:

According to the feedback I concluded that the drag and drop mechanic needs to be polished. The mechanic works properly under certain circumstances and it doesn’t bring the flow of quick reaction where the player places instantly a track and goes to the next right after. For that we need to make the collision trigger for the assets need to be bigger, but I think it will be much better if we figured out how we can place the tracks without to require from the player to use the previous one as guidance. But if we cannot do the required changes I suggest we go with second option of the mechanic replacement where we make the placing of tracks a quick time style of mechanic where each track is represented by a specific keybinding. This will enhance the feel of urgency that the game has.

The others issue can simply be fixed, but we need to focus on the drag and drop mechanic and discuss what needs to be done.

After the playtest the players gave me some suggestion for the game that I found interesting and wanted to mention:

* The start of the game to be designed as a tutorial to teach the player
* In case we make the quick time mechanic change to focus on the speed of the character to make sure it is challenging
* Inspired by the bugged platform, to have “second chance” platforms where the player characters continues but at a slower speed in comparison giving time to the player to get back in the rhythm
* Include power ups as a reward if the player chooses the difficult part to travel. An example of power up was a slow motion for the player’s movement
* Make the game over score and overall score between the distance tracker and point tracker where it takes in consideration multiple situations (high distance – low points, low distance – high points, high distance – high points, low distance – low points)