Play Testing Notes from week 5

Two people play testing

Problems:

* Character glitching with collision on assets, especially the book assets.
* Movement feels loose at times.
* Goal unclear
* Pick-up’s not easy to distinguish between

Suggested improvements:

* Make UI more central on screen so it’s clearer for player
* Give player control over key bindings
* Have items spawn in random places
* Possible rat customisation
* Addition of storyline

Compliments:

* Enjoyed playing competitively against each other to get the highscore
* Liked the concept of the game