# <Game Name Here>

Playtest Document

Name:

Boldea Marius Ionut

For any more sessions conducted, copy and paste the template below.  
**You need 3+ sessions for an ‘Excellent’.  
Try to get a diverse testing group** (e.g., Peers, Family & Friends).

## Session #1

Tester: Marvin Madyson Mardjuki - 511320  
Age: 18  
Prior experience in Games? A little bit

What was understandable/fun/liked for the tester?

* Visually unique and consistent
* Challenges are present:
  + Some platforms are accessed by running + jumping, some others can only be reached by walking + jumping, so players must plan their next move
* Opportunities and choices are given:
  + There are multiple ways to complete the game
  + Players can choose whether they want to attack an enemy or not
  + After finding the portal key the player can choose to move on or explore the level
* So far there is no bug that ruins the whole gameplay or core game mechanisms

Level 1

* The tutorial doesn’t give away everything, which let player to experience the game by doing trial & error.
  + Enemy types aren’t specified (blue < green < red)

Level 2

* Unlike Level 1, the multiple options to complete the level is more connected
* A pit in the start of the level surprises me the most, for a second, I felt like, ‘what on earth just happened’
* Players can also increase their HP limit by killing enemies

Level 3

* Got stuck in one area, give me quite the trouble to pick up the key. Although there is another alternative, by killing the red enemy, this was the most fun part of this level.

What was confusing/irritating/challenging for the tester?

Tutorial:

* Input key for attacking enemies isn’t mentioned yet
* Input key for activating key to the portal isn’t mentioned yet

Level 1

* There is one blind spot (before the red enemy) where the player falls straight from a cliff. Before falling you can’t really see how many enemies are there, their types or their position. It is good if you want to surprise players, but the damage inflicted by the enemies are quite a lot. There’re 4 enemies and if you fall in the exact moment where all of them gather, you’ll die instantly, because red enemy takes 2 HP if it encounters player -> maybe add an extra platform to prevent player from falling straight to death and give them the opportunity to plan the next move

Level 2

* Unlike the first level, the challenge here is the platform. Players must be careful when jumping to the other platforms. If their starting position is a bit to the right or left, they can take damage upon arrival. This is possible because most of the platform in this level is designed with flames in the middle, so if you start wrong, you might end up in the fire.

Level 3

* A screenshot of a video game

  Description automatically generatedThis is the hardest part for me, took me a while to figure how to get on top

It can be difficult for people who aren’t used to the control, you must press D > SPACE > A real quick to jump to the upper platform. But it’s also a challenge.

* I guess this is still in development, but I prefer switching Level 2 to Level 3. Not only Level 2 is more difficult, but it also offers way more paths (2 portals & 2 portal keys) to complete the level and provides more surprises. Level 3 has less enemies in comparison to Level 1 & 2, and the challenge is limited to the timing and player’s position

Tester: <Name>  
Age:   
Prior experience in Games? Yes/No/ a little bit

What was understandable/fun/liked for the tester?

What was confusing/irritating/challenging for the tester?

**Conclusion:**

**Implementation:**

## Session #2

Tester: <Name>  
Age:   
Prior experience in Games? Yes/No/ a little bit

What was understandable/fun/liked for the tester?

What was confusing/irritating/challenging for the tester?

Tester: <Name>  
Age:   
Prior experience in Games? Yes/No/ a little bit

What was understandable/fun/liked for the tester?

What was confusing/irritating/challenging for the tester?

**Conclusion:**

**Implementation:**

## Session #3

Tester: <Name>  
Age:   
Prior experience in Games? Yes/No/ a little bit

What was understandable/fun/liked for the tester?

What was confusing/irritating/challenging for the tester?

Tester: <Name>  
Age:   
Prior experience in Games? Yes/No/ a little bit

What was understandable/fun/liked for the tester?

What was confusing/irritating/challenging for the tester?

**Conclusion:**

**Implementation:**