

# EECS 494 Play Test

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## Feedbacks

- **Color of One way platforms**

A player mentioned that it is blending into the background.

- **Color of the Glue**

A player mentioned that Glue looks like ice. We can try the purple color of water (Grant added at color collection level) to distinguish.

- **Grass looking**

A play tester thought that grass (even though there are spikes) is harmless in the black level.

- **Softlock in black level**

There is a softlock in the black level near the end.

- **Stuck at ice level**

A play tester stuck at the P2 room of ice level. I would say it is not difficult in terms of paint amount, but the space constraint and the preciseness.

- **Icicles**

I kept telling players that "we are really generous on the icicles so you can just go through very quickly." But I don't know, maybe let it be more obvious when introducing.

- **Optionality of flower is unclear**

A player, when meet the collectible flower for the first time, wondered that flower might be something that needed to be grabbed in order to process to the next level. But it isn't.

- **Wall jump is inconsistent**

Players could to get used to it but it's our goal to make jumping consistent and enjoyable.

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\*Together with Kevin, Michael, and Grant