EECS 494 Nov 6 Play test

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Feedbacks

- **Unnecessary Colors**
  One play tester complained that he does not know why we have multiple colors in the current level, saying that he can just passes the level with one color.
  I think this comment is a little bit harsh, but it is true that sometimes having so many choices of colors simply confuses the player.
  So what can we do is, in those easy levels, make sure to only allows the color that is necessary and really make it clear. If there is a desire to "don't teach the player how to play," then probably can give more freedom in difficult levels and put more restrictions (time counting down / speed run etc.)

- **Centering Ink Meter**
  This is a feedback provided by AY (instructor). His rationale is that player is only focused on the cursor when drawing, so a meter at the corner is less visible.
  I personally think this a super sick idea. It also helps make our game less "student". We can redesign the color select menu based on this idea.

- **Confusing Red Ink**
  Some players did not figure out the mechanics of the Red color.
  Solution: better tutorial for the red color. For example, the ice surface tutorial that let player understand the mechanics before having the ice ink.

- **World Map / Level Map**
  Idea from AY. He mentioned that we can create a map. I personally think it will be a lot of work, so I am not sure.
  I would say that make entering each level like a big map (e.g. Super Mario Odyssey / Kirby games) will be really cool. Much better than simply a menu.

- **Momentum of the Level**
  Idea from AY. He said that currently our levels are comprised of a series of short platforms. But it does not have to be.
  Will investigate more on level designing.

(More on the next page)

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*Together with Kevin, Michael, and Grant

Improvements / Ideas

- **Using refill to control the pace**
  In one hand, refilling is a good indication for "take a rest" here. In the other hand, it adds some tense in the level like fire and water. I really like the combination of the two (Refill + fire)

- **AI generated background**
  I found some groups already using Midjourney to generate art assets. While it is hard to generate accurate "things" that we want, I believe those AIs performs good on generating backgrounds.

- **Non linear experience**
  I love the lab that allows players to go in three directions. I think that can be a concept for the "new menu (big world map)." That the player can choose which level to start with.