

# EECS 494 Play test

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## Feedbacks

- **Level 1 is too difficult**

Play testers are hard to get through Black Level. I think the difficulty increase too quickly. It went suddenly from easy mode to require jumping while drawing and very precise movement.

There is a complaint that one of the flower in the Black level is bad, since players cannot observe / expect the danger alone with the flower.

- **Set more respawn points**

In all levels, it seems that more respawn points are needed so that player can skip the challenge they already passed.

- **Ice Level Layout**

A play tester get confused in Ice Level since she did not know that she need to go down in order to continue. Maybe Change the layout to make it looks more straightforward. (easy fix)

- **Ceiling of Fire Level**

From the same play tester, she said "I would expect I will die when I touch the ceiling since its the same color." I personally think that's a bug? Like actually the second time Tracy touches the ceiling, she indeed will die. This is confusing.

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\*Together with Kevin, Michael, and Grant