

EECS 494 Oct 30 Play test

Zhenning Zhang*

October 31, 2023

Problems / Fixing

- **Guidance for the drawing and jumping needs to be improved**

Play testers who never played the game before, and students who seldom play games are confused about the mechanism. They did not realize that the line the draw can walk. Some players did not discover that they can jump, so they simply treat the game as a drawing the road out (but actually there are jumping functions that allows them to minimize int usage).

- **Try ink regeneration / replenish in certain levels**

Some players were a bit upset in the level when they used all the ink, and there is no way to replenish. For some part of the game where it is quiz like, maybe adding regeneration or replenish (instead of collectibles that will disappear upon collection) will be more satisfying.

- **Direct visual design for the tank projectile**

No player ever try to walk on the projectile. As we discussed today, maybe change the orientation of the projectile in tutorial level, and the the visual more direct can help.

- **Multiple respawn point**

Some play testers were mad since the respawn point forces them to go through the level again. We can just study Celeste to have multiple respawn points.

- **Just Kill the tank when Tracy jump on it**

Almost every player want to jump on the tank, which is just shouting to us that we shall implement that.

- **Fix the instruction on color select menu**

No player notice color can be changed without reading manual. We have a well made image for the instruction on color select menu. But we did not use that in the play test since that needs to be combined with the continuous level for when to show up.

Improvements / Ideas

- **Visual indication for paint disappear**

We actually discussed that, just need to see how to implement.

- **Reward for not using a color**

One of the play testers mentioned that maybe we can add an additional goal to be never used one / more color.

*Together with Kevin, Michael, and Grant

- **An area that changes the trails color**

I just come up with this during the play test section. Adding more possibilities to the level design (gimmick).

- **Standardize every room!!**

I strongly recommend standardize the design of every room. It includes but not limit to: Standardize the room size. Standardize the sprite / object size (see for example Celeste, uses blocks for the level design). Design the big map / story line first, and then implement each section.