

Using what you learned from Mr. Farrier in class today conduct a play test of your game with at least five people. You should not choose other members of our class and try to choose players that represent different types of users. Document the results of your play test below.

### Section 1 – List your play testers and how they represent a unique type of user.

- 1) Sarath - Gamer who typically plays first-person games
- 2) Dhruv – Gamer who typically plays third-person games
- 3) Rahan – Gamer who typically has experience with scrolling background games
- 4) Emma - Gamer who is not familiar with Super Mario
- 5) Cathy – Doesn't play video games but is familiar with Super Mario

### Section 2 – What are some things you learned during the play test?

- All players initially had some degree of confusion with the controls.
- Found bug: can walk off platform if mario goes too far left
- Most frustrating aspect: 3 players said interactions with enemies, 1 said movement, 1 said no frustrating aspects
- Favorite part of the game: 2 players said graphics, 2 said sprite design, 1 said the “general mario-like vibe”
- Something you would change/add: 2 said add more enemies, 1 said make the background more interesting, 1 said add more for mario to do, 1 said more levels like in the original game
- It took some more time for Sarath to get the hang of the game controls compared to Dhruv (first-person vs third-person experience difference)
- Rahan found it fairly simple but still had some struggle at the beginning (not nearly as much compared to the other testers)
- Dhruv was somewhat fine most likely because he is used to seeing the character not in first-person like Sarath but it could have been made easier for him
- Rahan: “Yeah it was alright I guess just took me a second to know what was happening”
- Dhruv: “Those enemies come kind of fast at you the first time around so it's a little hard to know what's happening so maybe just make that part better”
- Sarath: “I didn't rly know what controls did what exactly because the W key is usually going straight for me but it was fine I guess but the enemies felt a little hard to avoid in the beginning”
- Emma: “it was very fun! All the sprites were very cute and everything looked good. One suggestion, interactions with enemies were a bit awkward and sometimes jumping was weird. I was also sometimes confused on what I should be doing. Overall good!”
- Cathy: “the controls were hard to adjust to but once I figured it out it was easy to play through. I liked the character design and the background was pretty”

### Section 3 – How will what you learned impact your final development going forward?

- Controls will either be better clarified in the beginning or changed to be more intuitive (ex: arrow keys instead of wasd)
- Introduction to game on title screen will clarify goals/instructions to help with confusion
- Difficulty of the levels will have to be changed so it's universal in the beginning
- User experience should be valued more over the developer's experience playing the game
- User experience should get to as universally simple/easy to understand as possible