**The Journey of Bean**

Pitch: Our game is called “The Journey of Bean” where Bean adventures to avenge the slaughter of his family while meeting lifelong friends along the way. Users will play as Bean to journey through different environments and fight enemies unique to each environment in order to conquer the final boss who is his family’s murderer. After beating each level, Bean will have a new friend that tags along through the levels until he has a team with him to fight the final boss. The main mechanics are that players use the arrow keys or letter controls “AWSD” in order to journey around the screens. The users will be able to fight enemies but we still need to give Bean use of his weapon and add enemies. We will be adding a couple more levels, characters, and enemies in order for gameplay to be entertaining and to shift the game from its current use as a “travel the screen” game to a fighting and moving game. We will also be adding a final boss in order to give the game a sense of progression.

Questions + Responses of Testers:

How are the controls?

* Entering doorways would be easier if he walked slower
* Controls are simple and intuitive
* Appreciation for the smoothness of the controls and clarity in direction of main character
* Super intuitive

What do you think of the main character?

* Main Character is cute and the movement animations/images seem natural based on the direction of movement of the character
* Main character is adorable
* Liked that the main character was obvious and easily seen compared to the room design
* Character was distinguishable relative to the background

What do you think of the art design?

* For the most part it is easy to know what things are (counter needs some work to make it look like a countertop and not just wall decoration)
* Art style is cute
* Designs are easily interpreted and clear in function
* Everything was recognizable and looked great

What do you think of the proposed story line and mechanics?

* The proposed storyline allows for the game to become more interesting as you play rather than it remaining static
* The story creates an obvious goal and the clues provide a sense of progression as players feel they are getting closer to finding the culprit
* Clues will need to be made thoughtfully so that it does seem like the players are getting closer and not just on a wild goose chase
* The idea seems enjoyable and entertaining.
* Enjoyed the problem-solving and puzzle aspect the mystery of the story suggests.
* Cool idea, like that you pick up people along the way

Team Members:

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