Observation and query

Interview questions

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10

8. If you can change something, which element do you want to change the most? (open question)

# Feedbacks of 10 participants:

# Participant number1:

Gender: male

Game experience: regular gamer, somewhat familiar with 2d side scrollers

Age: 21

Query Method: Questionnaire

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10: 4

8. If you can change something, which element do you want to change the most? (open question)

The Background is not bad but could be better. Trapblock needs clearer distinction.

Maybe select levels instead of level in the interface UI and left shift for dash as well?

# Participant number 2:

Gender: Male,

Age: 21,

Gaming experience: Frequent gamer, somewhat familiar with 2d side scrollers

Query Method: Questionnaire

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10: 6

8. If you can change something, which element do you want to change the most? (open question)

I would like a clear plot for this game, to motivate the player to finish the game, although now you have a playable game, the player have no reason to continue the game, if there is a plot, it will prompt the player to finish the game.

# Participant number 3:

Gender: Male,

Age: 18,

Gaming experience: frequent gamer, familiar with 2d side scrollers

Observational Method: cooperative-evaluation

Feedback during the playthrough:

The is too easy, (level 2)

There should be a cooldown for the dash,

What is the meaning of this trapdoor? (level4)

The model looks nice,

This is getting hard, it feels quite challenging now (level 8)

Can you make the player able to crouch?

Is it even possible to get to this gem?(level8)

If this is on steam, I will rate 1 star and then refund.

Where is the sound effect?

Other observation:

Skipped the instructions

Kind of lost on level 8,

Tries to cheat the game with bug

Conclusion by the interviewer:

Thinking the game is too easy at the start and changed mind afterwards indicate that the progression of difficulty may not be steady

Hard levels did drive him mad but also triggered him to challenge the goal.

Lost of direction on lv8 could be solved by placing the camera further off z-direction

# Participant number 4:

Gender: Male,

Age: 21,

Gaming experience: gaming expert, familiar with 2d side scrollers

Observational Method: cooperative-evaluation

Feedback during the playthrough:

Why is there cooldown for the dash?

The hitbox of fire trap should be only as big as the fire instead of the whole block

The is way too difficult, I will finish this one day

Other observations:

Not noticing trapblocks

Skipping gems on lv8 (out of the screen)

Conclusion by the interviewer:

Complaints about game difficulties didn’t only occured in levels designed by Mike but also levels designed by Andy, indicating the difficulty is higher than expected in player’s point of view. However, making the statement of “passing this level someday” could also be an indication that some players may enjoy the process of learning new levels and taking challenges. High difficulty could potentially be a feature of the game since this is a common practice in the game industry.

A lot of participants have made suggestions on the flame hit box.

Skipping the gem collection in lv8 at first few walkthrough may indicate that a UI tip similar to lv6 is needed to inform the players

# Participant number 5

Gender: Male,

Age: 21,

Gaming experience: Only plays on mobile, not familiar with 2d side scrollers

Query Method: Questionnaire

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10: 8

8. If you can change something, which element do you want to change the most? (open question)

I might change the jump to ‘up’ key and the dash  to “ space” , it is easier for me to play in this way

# Participant number 6:

Gender: Female,

Age: 20,

Gaming experience: frequent gamer, somewhat familiar with 2d side scrollers

Query Method: Questionnaire

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10: 5

8. If you can change something, which element do you want to change the most? (open question)

I would perform to add background in the horizontal direction. And if it is possible, optimized the magma effect and the shape of the rocks in the magma. Increase character health (like in one level, died more than 3 times, the player needs to restart this level.) or setting check points. Also, there is no background information for this game, it just like the robot running for nothing, and died for nothing. Why the robot wants to escape? What is the robot wanting to get?

# Participant number 7:

Gender: Male,

Age: 21,

Gaming experience: frequent gamer

Query Method: Questionnaire

1. Did you find the game mechanics/controls comprehensible? (Yes/No)

2. Are the visual effects of each game object clearly distinguishable? (Yes/No)

3. Is the terrain placed and structured appropriately in the maps? (Yes/No)

4. How did you find the overall game graphics (very ugly/ugly/acceptable/good/beautiful)

5. Did you find the progression of level difficulty appropriate? (Yes/No)

6. How did you find the overall game difficulty? (ez/normal/hard/nightmare)

7. Assuming this is a publicly released game, rate the game out of 10: 6

8. If you can change something, which element do you want to change the most? (open question)

The traps in this game. Like the static flame trap, the visual effect is a little bit indistinguishable. Then the arrow trap, it is too fast, and it is unreasonable to be killed by the wooden part of arrow. In addition, for the arrow trap in level 8, I can stand on the edge of left side but would be killed if I stood on the edge of right side.

# Participant number 8:

Gender: Male,

Age: 21,

Gaming experience: frequent gamer

Observational Method: cooperative-evaluation

Feedback during the playthrough:

Graphic needs to be improved, I probably wouldn’t make this game in 3D,

The level of difficulty is too hard. It needs your game technique a lot and can easily drive you mad. I am curious about whether the production team has passed all the levels. Level 5-8 are obviously harder than level 1-4.

I can see the instruction about collecting diamonds in level 6, and then no such instructions in level 7 and 8 but should collect diamonds in level 8.

Overall, I think it is easy to understand what to do to clear this game but hard to do. It seems that the control system is too free to achieve some accurate operations.

Conclusion by the interviewer:

Rating as a publicly released game (with initial 8 points, referring to a quite positive attitude): No story and voice element, -0.5; Bad graphics, -1; Hard game and players can’t easily enjoy, at least I do not quite like this game, -1; Creative and comprehensible game content, +1; Some bugs I think, -0.5; Can’t see any special points, +0||Total=8-0.5-1-1+1-0.5=6

# Participant number 9:

Gender: Male,

Age: 19,

Gaming experience: plays a wide variety of games

Observational Method: cooperative-evaluation

Feedback during the playthrough:

It feels weird at the end of the level when you cross the door, there is no collider for the door nor is there any animation for the end of the level, so it is difficult to know whether the player has reached the door.

The character would move with a light tap on the movement keys, you have to press down the movement key for a little while for the character to move,

On level 4 there is a falling trap that is outside of the screen

The hitbox if the fire trap feels larger than it looks, sometimes the character hit the trap even though visually it doesn’t.

Is there a shortcut button that can restart the level?

Other observations:

The game feels laggy with zoom, turning zoom off feels a lot smoothe,

The wall climbing mechanics could be more detail in the tutorial, the “wall hugging” mechanic is not mentioned in the tutorial,

Conclusion by the interviewer:

More animations would be nice, hitbox of the traps could be improved, background is a bit boring. Otherwise the game is quite interesting, the difficulty is hard but I know this iis meant to be this way so it is acceptable.

# Participant number 10:

Gender: Male,

Age: 21,

Gaming experience: casual gamer

Observational Method: cooperative-evaluation

Feedback during the playthrough

On level 4 you can’t see the moving platform

The hitbox of the fire trap is way too large than it should be.

It would be nice and convenient to make the up key for jump

Shift key for dashing feels a little bit uncomfortable

On level 7 can’t see the next platform on the jump block

The trap block that disappear is not distinguishable to regular blocks at first glance,

Conclusion by the interviewer:

The game mechanic is good, I liked some of the design of the traps, graphics are not bad, Movement animation of the robot is quite good, the control can be improved, the difficulty of the level is exponential, it is probably better to have a smoother difficulty curve.