

User Testing Report

- Report on the user testing you performed, including user feedback, and describe the changes you implemented in response to the feedback in your video report
- user testing we performed:
 - mostly from in class crossplays
 - a small amount of people outside of class who have tried our game

Feedback	Changes implemented
<ul style="list-style-type: none">• Not sure when a song ends during a battle since some songs have slight pauses where no notes are falling	<ul style="list-style-type: none">• Added a song progress bar to give visual feedback on song position
<ul style="list-style-type: none">• Colliding with red enemies leading to game over seems harsh, and might drive players away from game	<ul style="list-style-type: none">• Updated our game logic so that collisions with red enemies will lead to an accelerated, harder battle with the enemy• basically a challenge level for the player so it keeps that same feeling of peril when running from enemy
<ul style="list-style-type: none">• The battle screen is simple, and feels like it could do with more visual noise/feedback on note collisions	<ul style="list-style-type: none">• Added player score and enemy threshold to the screen• text popup on note collisions - "Perfect", "Alright" or "Good"• added backgrounds to the lanes to help visually differentiate the 4 different note lanes• battle portraits bobbing along with the beat
<ul style="list-style-type: none">• Uncertainty in what the colours were in the battle screen when the player would hit the notes	<ul style="list-style-type: none">• Note collisions will now pop up a "perfect", "good" or "alright" text in the correct colour to give more feedback
<ul style="list-style-type: none">• We got a lot of feedback/inquiries about hold notes being added since it adds more variation to the rhythm battle and makes it more fun	<ul style="list-style-type: none">• Added hold notes!
<ul style="list-style-type: none">• Going straight from overworld to the battle scene upon enemy collision was very sudden• A lot of people were also lost switching suddenly from WASD to DFJK keys	<ul style="list-style-type: none">• Beginning of battle<ul style="list-style-type: none">◦ added reminder popups that included explanations for the battle screen• There's also a countdown after the popup that lets player get in position before fully starting the song/battle - make the switch feel less abrupt
<ul style="list-style-type: none">• Players felt that correct timing of notes in the battle was inconsistent or off	<ul style="list-style-type: none">• Improved timing of notes• Allow adjustment of timing via settings
<ul style="list-style-type: none">• Players felt that trail particles blocked note visibility• Rendered particles would partially block upcoming notes since it rendered above the note entity	<ul style="list-style-type: none">• Push particles behind notes, but above everything else (rendering layers/order)
<ul style="list-style-type: none">• Adding a tutorial for the keys - especially for players who have not really played rhythm games in the past	<ul style="list-style-type: none">• Added an in depth tutorial, includes<ul style="list-style-type: none">◦ instructions on how to hit notes◦ the different key bindings◦ an explanation of how to advance and the game logic

