

## Group Playtest Notes

Things we learned from the playtest:

- The throwing stars were not readily apparent to some people as being a health bar.
- Most people did not notice the direct link between the accuracy of the targets and the outcome of the animation right away.
- There needs to be an indication of how well each target is hit.
- Almost everyone wanted to see a level indicator so they didn't have to remember how many levels they had finished.
- Some people thought that having chords or held “notes” would be a good addition.
- People wanted to have a more fine-grained indication of how well they were doing (not just at the end of every set).
- Some people wanted longer breaks between moves to see the animations.
- The penalty for completely missing a square (by hitting the button when one wasn't close) and players didn't recognize that it hurt their accuracy.

Updates (In order of importance):

- Implementing combo moves. - Andrew
- Menu screen. - Andrew
- Indication of a good hit. - Josh
- Level indicator. - Andrew
- Health labels. - Josh
- Difficulty levels. - Andrew
- Critical hits. - Josh
- Transitions – Sam
- Transition animations - Nick
- Shop. - Zach
- Sound. - Josh
- Longest streak. - Andrew
- Indicator per target set - ?

Expected Handin Date:

- We expect to turn it in when it's done (Hopefully before the 21<sup>st</sup>).