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Student Group Number: 5

Group being tested: 6

Date of test: 28/10/14

Retest (yes or no): no

1. What is the game about? What is this level specifically about? Is it clear how this level fits into the game as a whole?

You play as Dumpling Puddingheart a bard in search of a song written by one of his ancestors Sauerkraut Puddingheart called “The lost Ballade”. He is searching for this song to impress a fair maiden. This level specifically is Dumpling arriving in Crumbleton County to search for his Grandmother who may know the location of the song. When he arrives on the island his grandmother is missing so he has to find her, and then find the location of the song from her. It is not really clear how the game progresses after finding the song.

2. Who are the key NPCs and what did you think of them? Is there a “Boss”?

The key NPC’s are Mayor Baguette, Fennel the trader, The simpleton, The beggar, The gravedigger, Applepie Puddingheart, and SauerKraut Puddingheart. SauerKraut Puddingheart is the “Boss”. All of the characters are unique. There are characters like the Simpleton that provide humour and a challenge. Applepie Puddingheart is a challenging character to interact with. All of the characters are quite eccentric due to the place they live being primarily based around baking and baking being the center of their lives. Most of the characters are enjoyable yet frustrating to interact with. It can be hard to get information from them as they only want to discuss baking rather than help you.

3. Was there a clear logical progression through the level? Was it always clear what you were supposed to be doing?

It was not always clear what you were supposed to be doing. This is especially true of the interaction with your grandmother. It appears very difficult to get the information from her and may be frustrating on the player. You can’t just go through the dialogue and get the information, you have to repeatedly end the conversation and try again.

4. Is the gameplay linear? Or, did it seem like there were multiple paths through the game?

The gameplay is not linear. There is several options throughout the game for completing certain things such as when you are trying to get the location of the secret entrance to your grandmothers house you can solve the puzzle of the simpletons dialogue or get a beer for the beggar. There is several ways to get through the dungeon in the burial mound such as find the spell or craft a mask.

5. Was there one clear quest? Or, is this a collection of minor quests? If minor quests, do they fit together in a coherent way?

There is both one clear main quest and several mini-quests that help you achieve the main quest. They all fit together coherently

6. Were the conversations clear? Were they linear or did it seem like there were multiple routes through the conversation?

The conversations were not all clear. In the conversation with grandmother she babbles a lot and it can take a lot of attempts to complete. The conversations with the other NPC’s can be confusing due to how eccentric they are.

7. What would you change about the game?

I would make the dialogue with the grandmother much shorter and easier to do. I would also give the player more background information ie. the player doesn’t get told why they are searching for the song.

8. Do you have any additional suggestions or advice for your classmate? If so, please make them here.

I have no other suggestions apart from what I mentioned above.