Generic Hoodie Guy

Users and background:

Gor - avid video game player, spends much of free time playing video games, background in computer science
Mike - avid video game player, spends much of free time playing video games, background in design
Matt - casual video game player, background in business

Prompts

Prompt 1:
- " Overall, how do you feel the instructions are based on completion of the game?"
- Responses:
    - Gor: "Pretty straightforward, as any platformer the basics are WASD or arrow keys, it definitely is a bit different given how the up arrow doesn't work for the game."
    - Mike: "Easy to understand, clear directions on all screens, and in game it tells you about the powerups you get and how to use them."
    - Matt: "Pretty simply, I think that at first I was confused as to why the space bar wasn't jump but after we got to the final boss with the projectile I understood that it was needed for the powerup."

Prompt 2:
- "Do you feel like the game responded well to your controls?"
- Responses:
    - Gor: "yeah basic controls felt good, thought the blink was a cool feature and it responded really well, could see some cool "speedruns" if the game had more levels."
    - Mike: "felt fine, could def feel a delay in the extra jumping powerup, might have just been different compared to other games."
    - Matt: "Movement felt fine, the projectile shooting felt a little rough, unsure if it was just how the boss was moving or if that was the intended use of the powerup but it was a little hard to use."

Prompt 3:
- "How do you feel about the length and/or layout of the levels?"
- Responses:
    - Gor: "First level is good, give you a good idea of spacing or objects while also showing off the background art. Also gives you an understanding of the extra jump, second level you get to use teleporters and then get the teleport powerup for the last level, projectiles are straightward."
    - Mike: "I think all the levels do a good job of full range of lateral and vertical spacing, you aren't just going straight up or straight across for the levels, its very back and forth."

- Matt: "I think that all the levels were a good length, given that the game is only 3 levels there was enough material that it took longer than I thought it would, which was a nice surprise. Layout of the levels were good too."

Prompt 4:
- "We have titled our game with tags referring to adventure/2D platformer/Indie/Comedy/Casual, do you think these tags suit our game, if not explain why."
- Responses:
    - Gor: "Yeah I think those tags match up with other games I have seen on the marketplace, I think the comedy tag is actually correct here, given the game summary you told me and the final boss being the IRS it's quite fitting."
    - Mike: "They all match the game."
    - Matt: "I think these tags fit well to the game you made."

Prompt 5:
- "If you saw this on the Steam marketplace would you be interested in purchasing this game for $1.00, or do you see this as a free game?"
- Responses:
    - Gor: "Would probably download just as a free game, given the lack of levels I can't see myself buying this for a dollar, if you did make more levels given the amount I can see people paying anywhere between $1-3 dollars."
    - Mike: "I'd maybe download it for fun for free, wouldn't pay for a game of this type, not my type of game to begin with anyway."
    - Matt: "Free is a good start for this game, if people get more interested I can see you offering a DLC for some monetary value later on."