

Interview Questions after gameplay:

Administers:

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Keely Culbertson	Person 7 & 8
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Was the movement and controls comfortable?

1. Yeah, but in some areas it was slow...wanted to move faster, especially when redoing. Jumping was clunky
2. Yes, but the camera was weird, sensitivity, sliding
3. Yes, but playtester doesn't know games well
4. Jumping is janky, very stilted, reach apex too quickly and fall more slowly
5. Everything felt fast. The character felt fast and the visuals were all very fast. Maybe make the character bigger or slow down animations. Jump skidding is a bit weird.
6. Smooth, a bit sensitive.
7. Sure
8. Kind of annoying, could have to do with computer ram
9. Controls are fine, but would like momentum on movement (i.e. if you stop pressing w you just stop)
10. Yes except for platform sliding
11. Wants to zoom out camera

Was the objective of the game clearly expressed?

1. Yes
2. Yes
3. Yes, but the examiner mentioned part of it verbally in the introduction
4. Yes, but somewhat intuitive to experienced person (4 bars to fill)
5. Yes. Maybe state that each level is a different color of jello.
6. Yes.
7. Enough
8. I was just supposed to kill jello, but couldn't tell where I was supposed to be going
9. Yes because of the signs
10. Yes, "not to die"
11. Yes, but had to get close to read signs (and missed the castle sign), would be nice to know about big torches

Was the objective of each area clearly expressed?

1. Not the boss battle, getting to the boss battle was tough
2. Yes

3. Yes
4. Yes
5. Yes. Targets one didn't feel like it fit. Maybe put it first, before village.
6. Yes.
7. Yes
8. Path was confusing
9. Yes
10. Yes, with the signs
11. Yes, but castle needs counter

Was the UI easy to understand?

1. Yes
2. Yes
3. Yes, but playtester didn't notice the 4 separate ingredient bars because it just said to collect jello
4. Yes
5. Yes. Maybe have the health bar bottom center instead so that it's easier to monitor.
6. Yes.
7. Yes
8. Yes
9. Yes, but sometimes you may miss the sign (especially for kingdom if they take the lava path instead. Popup alternative.
10. Yes
11. Yes

How did the UI contribute to your experience of the game?

1. Helped aim
2. Only gives necessarily
3. Helped keep track of health and stuff, but nothing to compare to
4. No strong indication of taking damage (hurt sound it too quiet and/or should be lower pitch, maybe flash body red)
5. Maybe if there is a UI indicator that the character has been hit.
6. Understood how much jello and ammo they had.
7. Helped keep track of inventory
8. Average experience
9. Prefer health and ammo on the bottom left and jello count on top right
10. Overall was too dark
11. Helpful, quantitative health/ammo could be helpful

Was the environment navigable?

1. Yes
2. Yes
3. Yes, besides falling out of map and playtester's lack of skill with jumping
4. Yes, liked Skyrim-climbable mountains
5. Yes
6. Yes
7. Yes

8. Yes
9. yes
10. Yes, the dirt paths were clear
11. Yes

How did the layout of the map contribute to your experience of the game?

1. Linear was easy
2. Enjoyed the layout of each area
3. Pretty good, a bit of "where am I going"
4. Linear progression was clear, tree borders were clear; playtester knew where they were at all times except for weird/disorienting respawns
5. Confused about the plane. It's weird to let the player move to another area without completing previous ones. Find a way to gate off later levels
6. Had a flow, linear was good.
7. Helped the experience
8. Would be nice to have an overarching map that shows where you were
9. Boss fight was glitched out because the player fell through and didn't die. Aside from that, all good.
10. Loved the respawn points after death
11. Good, first lava pit was distracting (but not in a bad way)

Did you enjoy the [area]?

1. Village okay, castle good, maze fine, platforms bad
2. Liked castle, platforms was frustrating, not a fan of the maze
3. Areas:
 - a. Village: Yes
 - b. Castle: Yes
 - c. Maze: Yes
 - d. Platforms: Yes (in a high pitched, hesitant tone)
4. Areas:
 - a. Village: Sure
 - b. Castle: Yeah
 - c. Maze: Yes but most bland, maybe more wall texture
 - d. Platforms: It was ok
5. Areas:
 - a. Village: Yes
 - b. Castle: Not very enjoyable, felt like side thing, didn't really match
 - c. Maze: Yes
 - d. Platforms: Yes
6. Areas:
 - a. Village: Yes
 - b. Castle: Yes. easy to understand.
 - c. Maze: Yes
 - d. Platforms: Yes. Satisfying to get through
7. Didn't get to every area, but maze was the favorite
8. Didn't get to every area, but village was the favorite

9. Areas:
 - a. Village: This was good
 - b. Castle: Have player discover the purpose of the lights naturally
 - c. Maze: this was good
 - d. Platforms: would like checkpoints on the platforms so you didn't have to restart on every death
10. Areas:
 - a. Village: Village seemed pointless, but coins were good, need more engagement with the village
 - b. Castle: Would be fun to have enemies. Static targets is too easy
 - c. Maze: Good
 - d. Platforms: Love the platform, it was fun
11. Areas:
 - a. Village: Yeah, liked getting coins
 - b. Castle: Yes
 - c. Maze: Yes
 - d. Platforms: No

What were your favorite aspects of the [area]?

1. Liked castle look, extra little stuff, liked the plane
2. Like the ambiance of the boss
3. Areas:
 - a. Village: buildings
 - b. Castle: the castle itself
 - c. Maze: Figuring out the navigation of the maze
 - d. Platforms: Satisfaction of crossing the first set of platforms, finally; would have liked the ones that DON'T go under the acid
4. Areas:
 - a. Village: Environment/aesthetics
 - b. Castle: Likes that it seems breakable/exploitable
 - c. Maze: Liked that it was easy maze-wise
 - d. Platforms: Liked color palette, well-lit/fun to look at, enemies up around you shooting (difficulty, made pay more attention to environment)
5. Areas:
 - a. Village: Good time to figure out what each enemy did
 - b. Castle: Targets were very distinct, very clear.
 - c. Maze: It was helpful to hear where the jello enemies were
 - d. Platforms: Very dynamic. There was more variety in motion
6. Areas:
 - a. Village: None really. Good for hiding from jello attacks.
 - b. Castle: More chill and easy
 - c. Maze: It was fun being surprised by the jello. Lots of walls to hide behind.
 - d. Platforms: Satisfying to get through
7. Liked doing trickshots in the maze
8. Liked the style of the buildings and scenery

9. Areas:

- a. Village: The windmill was cool
- b. Castle: Liked that the targets glowed, helped to find them easier
- c. Maze: Liked how the mobs guided the player to exit (but this might've been coincidental? I don't think we intended for this since mob placements were randomized?)
- d. Platforms: The acid was really cool, liked how it moved.

10. Areas:

- a. Village: Loved the unique building types
- b. Castle: Area looked nice (wish it were brighter to see all the castle decors, etc.)
- c. Maze: The maze looked really nice, jump scares added to the thrill of it cause playtester is easily scared by things like this
- d. Platforms: Platform movement was challenging and fun

11. Areas:

- a. Village: Easy to navigate, lava was distracting but fun
- b. Castle: Neatest-looking area
- c. Maze: Jump scares, dodging around a wall to avoid projectiles
- d. Platforms: Looked cool, rewarding to finish

What difficulties, if any, did you have with the [area]?

1. Platforming too tough

2. Platforming part, boss fight

3. Areas:

- a. Village: Got turned around a lot, buildings look similar
- b. Castle: Didn't realize there were two separate halves
- c. Maze: Clipped out of wall
- d. Platforms: Dying a lot, camera view was difficult

4. Areas:

- a. Village: Unclear when/where coins spawned enemies, maybe less on top of player
- b. Castle: Hard to find 10th, maybe have indicator? And/or counter
- c. Maze: None
- d. Platforms: Platform clipping, a bit with the sliding

5. Areas:

- a. Village: Placement of enemies was a bit weird. Would like for enemies to spawn in view.
- b. Castle: Maybe a better indicator of how many are still there or a count.
- c. Maze: None
- d. Platforms: Getting a hang of momentum and not phasing into objects. (Fix platforms colliders)

6. Areas:

- a. Village: None
- b. Castle: Knowing that the fences for each castle were tied together.
- c. Maze: Just getting through it.
- d. Platforms: Figuring out how far needed to jump.

7. Had trouble finding all of the targets in the castle
8. Had trouble in the castle moving to see things
9. Areas:
 - a. Village: This was good
 - b. Castle: Some of the lights were harder to find, couldn't shoot through fence
 - c. Maze: this was easy
 - d. Platforms: hard to get use to parkouring, platforming can feel a bit awkward at first, checkpoints here would be cool
10. Areas:
 - a. Village: none
 - b. Castle: understanding how to shoot the targets along the wall near the fence
 - c. Maze: none
 - d. Platforms: glitched into the platforms
11. Areas:
 - a. Village: None
 - b. Castle: Knowing what to do, knowing it was a separate area
 - c. Maze: None, besides losing health; generous respawn
 - d. Platforms: Bad at platforming, annoying to have to get through it even after having enough ingredients

Was the boss fight difficult?

1. Yeah, kept falling in
2. Yeah, didn't find out weakness
3. N/A (clipped through floor almost immediately and couldn't restart)
4. Eh, 3/7
5. Could be harder but it's pretty difficult already. Took a bit of time to figure out that they should shoot the eyes (weak spots)
6. Yes.
7. Yes
8. Yes
9. The difficulty was fine
10. Yes
11. Not terribly, weak spots weren't clear; would be harder if playtester had died and had to respawn instead of falling through early

Was the boss fight fair?

1. Yeah
2. Yeah
3. N/A (clipped through floor almost immediately and couldn't restart)
4. Yes; thought you would have to clear a wave before a damage phase; long-term goal would be introduce weak spots mechanic earlier (maybe match visuals of castle targets with weak spots???)
5. Yes
6. Yes. The quantity of the little jello made it hard.
7. Yes
8. Yes

9. It was fair, besides falling through the map
10. Sliding off the platform was not fun. Also glitched through map
11. Yes

Was the boss fight enjoyable?

1. Medium, fun to shoot eyes and mouth
2. Yeah, very reminiscent of zelda. Wants rewards
3. N/A (clipped through floor almost immediately and couldn't restart)
4. Yeah, it was cool; liked the lots of enemies and the fact that you can somewhat ignore them
5. Favorite part.
6. Yes, a bit frustrating before knowing about eyes and mouth. Didn't know about eyes until told to hit eyes.
7. Yes
8. Yes, but there was a lot going on and didn't know what the goal was
9. Simple but enjoyable, would be cool to have the boss jello attempt to "crush" the player by landing on the square that the player is on
10. No, because of sliding from the edge of the platforms
11. Yes

How did you feel about the artistic style of the game?

1. Liked it, especially little animated cartoons feel
2. Cute, liked low poly. Little spooky
3. Cute but signs were hard to read, headers need to be different
4. Likes low poly/flat, likes particle effects ("tasteful"), maze was too flat
5. Very cute.
6. Jello enemies are cute.
7. Good, liked it
8. Good, like the jellyfish
9. Overall was good
10. It was fine
11. Liked it, liked low poly trees

Were the sounds/audio/music helpful and/or enjoyable?

1. Not helpful, didn't add or take away. Music annoying after awhile
2. Didn't like music (too synthy), liked jello noises
3. Hates game audio in general (they annoy the playtester)
4. Good audio cues, damage cue could be better (see other comments)
5. Music was a bit too loud and repetitive. Couldn't hear a lot of the other things. Maybe add footsteps
6. Sounds were helpful. Music is a bit loud.
7. Yes
8. Didn't notice them
9. Enemy projectiles should be louder so player can more easily spot where enemies are
10. Does not apply since the player made his own sounds haha!
11. Music was fine, shooter audios were helpful, rest was background (drop pickups: need to be louder, maybe add animation)

What other comments or feedback do you have that we have not already discussed?

1. N/A
2. N/A
3. Camera perspective is confusing (ability to zoom out when desired?)
4. None
5. Great game :)
6. N/a
7. None
8. None
9. Would be cool to have the lava/slime do tick damage instead of instant death.
10. N/A
11. Respawn at last health pot; all-gray player is bland, maybe add color

What previous experience with games do you have?

1. Experienced, rhythm games, halo, 2d games sports
2. Lots, but not as much in platformers
3. Not much; in terms of PC games, only a bit of Minecraft; minimal Xbox and Wii
4. A lot
5. Very experienced gamer. Playing games since they could sit up
6. Not much. Some 2d platformers. Enjoys chill games like stardew. No shooters.
7. Casual/hobby gaming
8. Webkinz lol
9. Very experienced gamer.
10. No experience
11. A lot