

User Test Notes:

Harry Kim (is a PC gamer, so he is familiar with commonly used controls)

- figured out controls and shooting very easily
- confused with shooting bug
 - but later claimed that it's "fun as shit"
- acceleration should be faster downwards than it is to either side
- would have paused the game by pressing escape, but it isn't implemented THANKS FOR NOTHING CORY
- enemy color and background color of buildings are too similar
 - character blends into background, make the background less saturated
- found out how to trap the AI

Nick Jackson (also a PC gamer)

- bottom of screen cuts out sometimes
- did not figure out shooting right away, but did with the arrow keys (space and control are common)
- amused at enemy following him
- amused with shooting bug
- attempts to break the game
- little bit of lag when walking at full speed

Trish (not experienced in games at all)

- jumped and moved easily
- also figured shooting
- suggestion: click the screen to pause
 - escape was not as intuitive to her

Ryan

- figured out controls right away as well
- knew the environment was a factory, although an oil factory