

Overview of observation of 5 persons, excluding ours

Controls:

- It felt weird that the 'w' key was not used for jumping since 'a' and 'd' keys were used for movement. It felt better after the change.
- The 'm' and 'k' buttons were primarily used for zooming out of the map and to switch between dimensions respectively. The 'm' key was used because it is commonly used for viewing maps whereas the 'k' button was chosen because it is close to the 'm' key. These felt better after the changes because the 'space' and 'shift' keys feel more natural.

Menu:

- The player is not allowed enough time to read and process all the text. On the other hand, during replay-ability, this part stops immersion. It would be better if the player could press a button to switch between screens so that he could take his time reading the text or else, skip it.
- The game lacks a timer to see how fast the game was beaten. This feature will be included in the future as otherwise the players could not get proper feedback about their performance. The number of deaths and items collected will also be included.

Platforms:

- There are places where the player gets stuck between platforms and they could not move. This was considered and decided that it was to remain the same for levels 2 and 3, especially since the player is racing against time.
- If the player falls toward the lower part of the dimensions, then he finds it hard to go up again. The placement of the platforms can be better. A grid will be quite useful for this part.
- This also affects certain decisions that the player must take. Certain platforms give the impression that the player could make a certain jump, however they high enough for the player not to reach. Same solution as above.

Dimension-Switching:

- The timer does not reset when the player switches the dimension. This makes it very difficult for the player to time his jumps and it renders the energies useless. This should be changed because it would also help make level 3 beatable.

Colour of timer:

- It used to be white for all levels and therefore sometimes it became camouflage with the clouds. This was solved after the colour was set as black for the first level only.

Enemies:

- It is very difficult to complete the third level because of these AI. Since they are quite intelligent AI, it would be much better if the players could somehow kill them by for example jumping over them. Certain enemies could also be dispositioned so that the level would become beatable.

Map:

- It is quite misleading because the player thinks that he is only viewing just one dimension at a time. Furthermore, it is impossible to distinguish between the two dimensions on the map and therefore it would be more helpful if the maps could be colour-coded.
- Moreover, some players felt that the map decreases the overall player experience as they know what to expect since they could view all the map at once. It would be better if there was a mini-map at the bottom left or right with minimal information.

Sound:

- It worked well when it comes to background and sfx.
- Another sound could be included to indicate when the dimensions are about to switch. This could also be tested in the future.

Player Types:

- The game lacks the chance to defeat the enemies. This could be tested in the future.
- It is very difficult to find certain hidden items. Mainly because nothing gives you the impression that there could be items hidden in certain places that are not so easy to figure out. By introducing more levels between level one and level 2, this problem could be addressed better since we could introduce certain hints so that the player would start searching for hidden items at other places that he did not consider before.

Flow:

- The first level is quite hard to beat because of the weird placement of the platforms. Things get better in the next two levels. The first level should be re-designed so that the transition happens smoother because level 2 is also hard to beat and level 3 is close to impossible.
- If other levels are added between level 1 and 2 this becomes even better.
- As soon as one starts playing level 3, he first experiences frustration, but then he feels more motivated towards beating the level as it is extremely challenging.