

Benton Stalcup, Luke Bowen, Diego Spielmann

<https://forms.gle/GityMQy8wpkEJveVA>

These are the questions for the public in-class playtest of level one. It involves an initial dive, diving to avoid three obstacles, and then crossing the finish line. It serves as an introduction to the game's systems and movement.

1. How do you feel about the control system? Did it feel intuitive?
2. Were controls explained well enough?
3. Is the learning curve too high?
4. Was this level too difficult, just right, or not difficult enough for a first level?
5. If difficulty was greater for this level, would it be too difficult?
6. What kind of level would you like to see?
7. Would a sound cue or music help you keep rhythm? If so, which one would be more helpful?
  - a. If so, which one would be more helpful?

Your game plan should answer the following questions:

1. What is the game about (background & motivation)? Why did you choose this idea? Wanted to make an arcade-style game, chose swimming because one of us is a swimmer, wanted to make a competitive game where users can compare results, create a simple but fun and addictive competitive experience

Playtesters Said -

Needed to be clearer instructions

The bar fill up was not a good visual cue

The dashing vs swimming mechanic was confusing and needed to be clearer

The movement is solid

The obstacles are good

Confused about rhythm based timing - alternating left and right

50% of people were able to understand mechanics, while the others struggled

What we fixed -

Built 3 tutorial levels explaining each part of the game

Changed the bar fill to a red circle that turns green when needed to be pressed

Reworded the instructions

Changed timing to be slightly easier

Broke down each mechanic of the game to its simplest form for the user to learn