Testing report 1

Technical testing

Issues found and fixed:

When moving in a horizontal direction and going backwards player will move back according to it's own facing direction.

when the player falls off the map they do not respawn

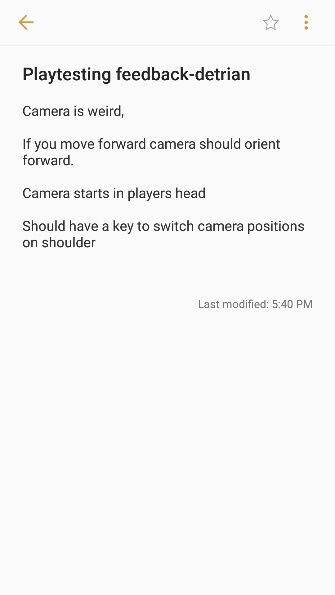
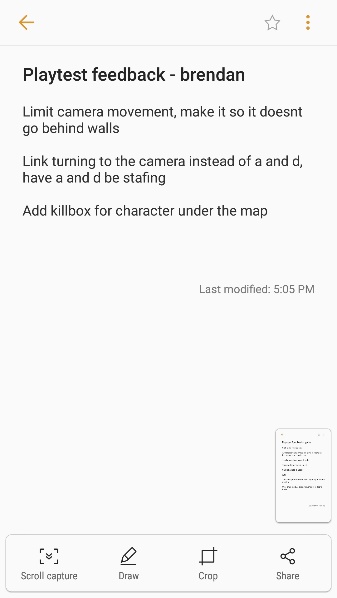
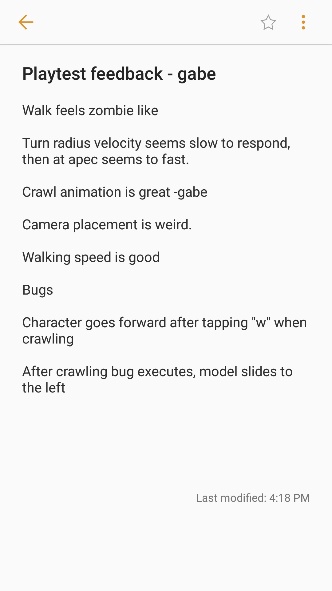
Variable issue, that pulled only two quotation marks when trying to change states.

The geometry needed to be simplified, this was done promptly.

Focus testing

Our most recent round of focus testing was used to determine how audiences would react to the camera controls and movement

Usability testing results



In general, the animation and walk speed is great but the camera needed fixed, with those issues in mind I will coordinate with Paul to set focus testing to these issues.