**Playtesting Plan** – Roll-a-Ball

**Number**: 1

**Build**: 4-1… ?

**Design goals:**

Have a short but engaging experience

Have polygon like graphics

**Current areas of concern:**

1. was the weapon collection intuitive

*behavior: what was the first thing they did?*

*questions to ask: what would make the destruction of the blocks more obvious*

1. was the block destruction intuitive

*behavior: after getting the club, what was the first thing the player did?*

*questions to ask: when the blocks did not destruct, were you surprised?*

1. what terrain does this type of game point toward?

*Behavior: what did they do once they knew there was no winning this game (yet)?*

*Questions to ask: where were you going after suspecting the game had no end?*

**Additional notes, including direct quotes:**

“is that a chicken leg?”

Club should have particle effects drawing player in

Shift the focus appropriately, from weapons to blocks

**Areas identified for improvement:**

Focus on desctruction of blocks

Add particle effects to the focus points

Add terrain

Add different weapon-block interactions