

“Memento” Playtest #3

05/31/20

Observation	Underlying Cause	Severity	Proposed Change/Fix
If a player clicks on a memento in the meantime something is typing in the box, they will type at the same time, creating a garbled message	Clicking on an object will set a timer delay for each character to be typed. There is no interruption taken into account	8	Set a flag for “interrupting” or simultaneous typing to stop the first message to stop typing
Player gets impatient reading	The typing is really slow. Maybe the dialogue is not too interesting	5	Allow some way for the player to skip the teletyping and instantly display the entire message
Player noted volume was too low	The volume is set VERY low in the game configuration	4	Increase default volume
Objects didn’t highlight correctly in the first level	The highlighted version of an object is superimposed when the mouse hovers. These highlighted versions were not properly resized and moved	6	Fix the cropping so the highlighted and original images match
Player isn’t sure how to progress through the next level	The player has no indication of their level progress	10	Incorporate a progress bar for the level
Player cannot remember if they clicked an item in the scenery already	There’s no way to visually track which items they have already picked	8	Incorporate a progress bar. If they click on an object they have already chosen an option from, type a message that lets them know
They didn’t like the music lol	The music was placeholder music	5	Carefully choose songs for our levels

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