Prototype Type : Digital prototype (Unity PC)
Genre : 2D Platformer

The player controls a character who must **reach the end of the level** while avoiding obstacles and collecting items .

Core Mechanic :

- Jumping over gaps and hazards

- Collecting 5 Apples to unlock the final door

Objective :
Collect all Apples and reach the exit door to complete the level

Summary of Player Behavior

Two players tested the prototype individually

- Both players understood movement controls quickly (WASD + Space).

- Player 1 explored carefully and moved slowly.

- Player 2 rushed forward and failed multiple times at the same obstacle.

- Both players hesitated when encountering the locked door for the first time.

- Both players needed time to understand that keys were mandatory.

Key Observations

Where Players Hesitated / Felt Confused

- At the locked door (they didn't immediately understand they needed 5 keys).

- Near a moving platform (timing was unclear).

- One player didn't notice a hidden key placed above the screen view.

Where Players Failed or Made Mistakes

- Repeated failure at the second spike pit (jump distance unclear).

- One player forgot to collect a key and had to backtrack.

- Both players mistimed moving platform jumps.

Where Players Seemed Engaged

- During fast jumping sequences.

- When collecting keys (positive reaction to sound effect).

- Near the end of the level (increased focus).

Where Players Seemed Frustrated

- After dying multiple times at the same obstacle.

- When they realized they missed a key and had to go back.

Main Problems Identified

- Door objective not clearly communicated

- Some jumps feel unfair or poorly telegraphed

- Hidden key placement not visible enough

- No checkpoint system → repeated frustration

- Moving platform timing unclear