

## Chosen Metrics

The following 5 metrics were selected to evaluate gameplay quality:

- **Completion Rate** Percentage of players who finished the level
- **Time to Complete Level** – Total time taken to finish
- **Failure Rate** – Number of deaths per player
- **Drop-Off Point** – Where players failed most often
- **Backtracking Frequency** – Number of times players returned to search for missed keys

## Collected Data

Playtest conducted with **2 players**

Metric	Player 1	Player 2
Completion	Yes	Yes
Time to Complete	8 min 30 sec	6 min 10 sec
Total Deaths	5	9
Deaths at Spike Pit #2	3	5
Missed Keys	1	1
Backtracking Instances	1	1

# Interpretation of Results

## Completion Rate (100%)

Both players completed the level.

➡ This suggests the difficulty is **challenging but not impossible**.

## Time to Complete

- Player 1 took longer due to cautious exploration.
- Player 2 moved faster but died more often.

➡ The level supports **different playstyles**, but rushing increases failure rate.

## Failure Rate

- Spike Pit #2 caused more than 50% of total deaths.
  - ➡ This indicates a **difficulty spike** at that specific obstacle.

## Drop-Off Point

Most failures occurred at:

- Second spike pit
- Moving platform section

➡ These areas may need better visual telegraphing or adjusted jump distance.

## Backtracking

Both players missed 1 key and had to return.

➡ The key placement may lack visibility or clear guidance.

## Comparison : Player Feedback vs Metrics

Feedback	Metric Confirmation
“ Spike jumping felt unfair ”	Highest failure rate recorded at Spike Pit #2
“Didn’t understand the door requirement”	Both players hesitated at door
“Frustrating to restart far away”	High death count without checkpoint
“Collecting keys was fun”	No hesitation during key collection