

# Project Movement - 2nd Rollout Presentation

# Changes in 2nd rollout (“beta3”)

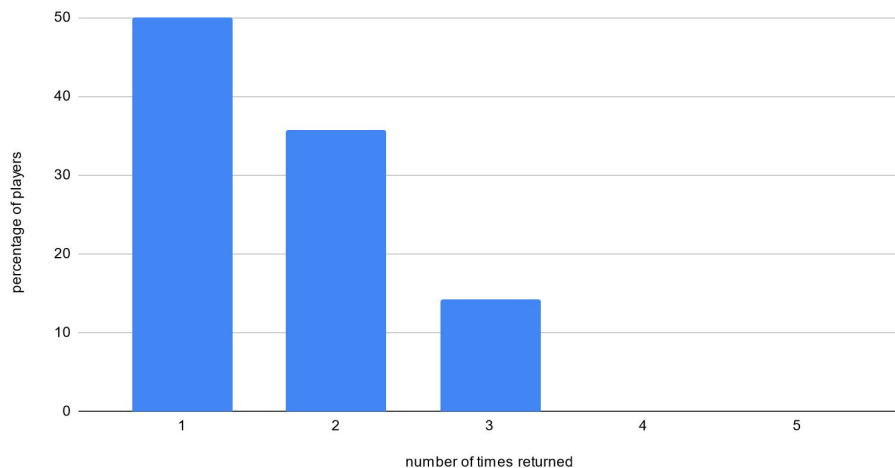
- Added animated character sprite
- Added 3 new levels, one easier, two more difficult
- Updated tutorial text to reflect current movement mechanics
- End of level screen/menu with three options, retry, next, back to main menu
- Visual effects: dash, checkpoints
- Updated interface, changing main menu and adding styling
- Interface buttons SFX
- Level select screen

# Players and return rate

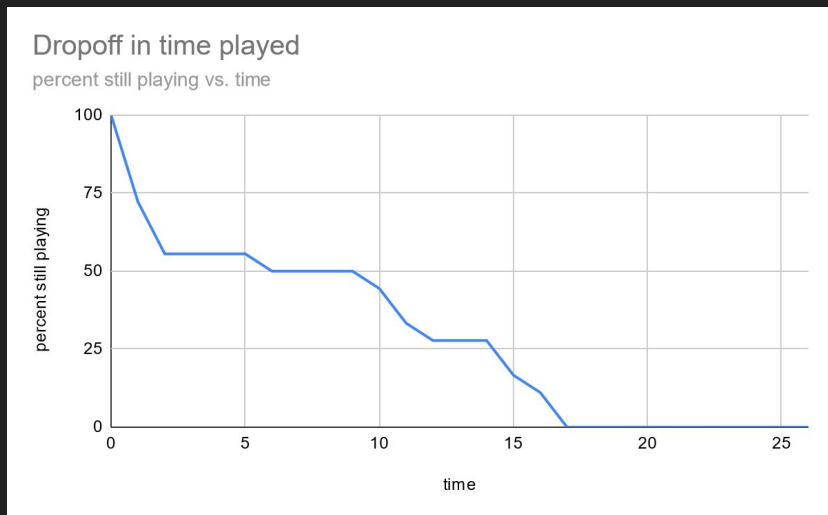
- 14 unique players
- Took data after only ~6 hours though, released late
- Less unique players (some players returning but on web version so different uid)
- Less sessions played total
  - 24 sessions this time, of which only 18 had played any levels

Dropoff in return

percentage of players vs. number of times returned

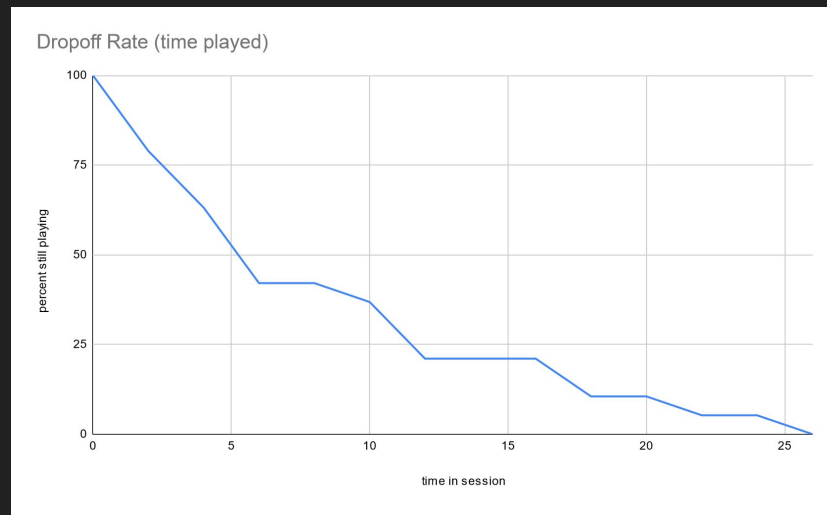


# Time per session



- Median time in 1st rollout:  
6 (5.582) minutes
- Median time in 2nd  
rollout: 7 (7.206) minutes

- Average time in 1st rollout:  
8.1 minutes
- Average time in 2nd rollout:  
7.2 minutes

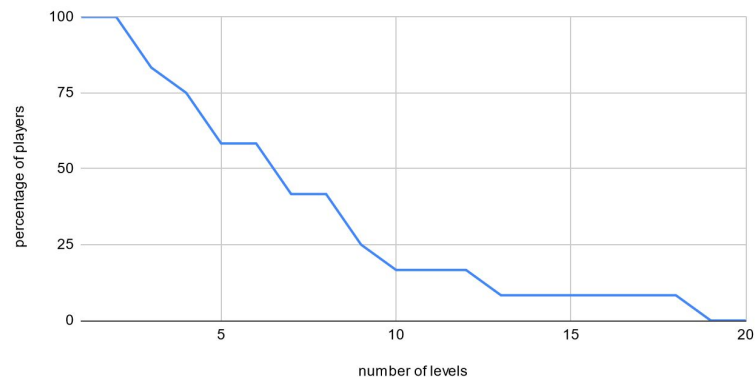


# Levels

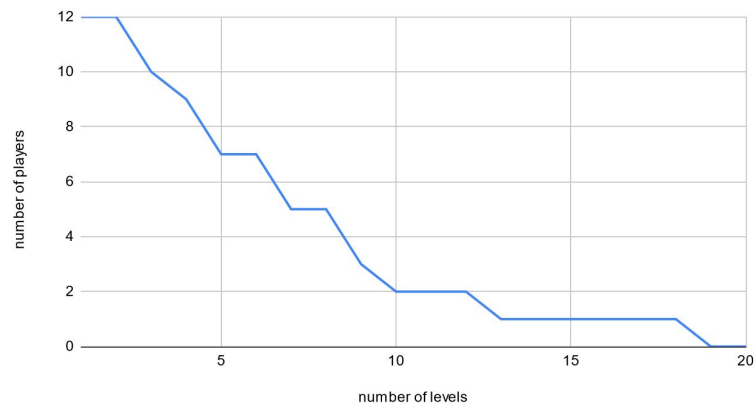
- Did not calculate this for 1st rollout
- Calculated by how many times players started a level
- Most players playing first few levels
- Sharp drop after level 6 perhaps indicating some players stopped quit on the 6th level (didn't finish to start 7th level)
- Another drop after level 8, perhaps some players played through all levels then quit
- 2 players did not play any levels

Dropoff in number of levels played

percentage of players vs. number of levels



number of players vs. number of levels



# Level Times

Implementation bug prevented us from calculating this

- Implemented next level button
- Forgot to log level end when pressing the next level button to start a new level

But in general it seems most levels completed after 1-3 minutes

- Could consider having longer levels

# Reflections

Web build on Itch:

- Good, easier for people to play, people more likely to play if they don't have to download
- People more likely to leave early or change their minds and not play at all (2 players)
- People pressing the quit button and the whole thing freezes have to reload the page and start a new session (6 sessions with no levels played)
- Current stats - 18 web plays

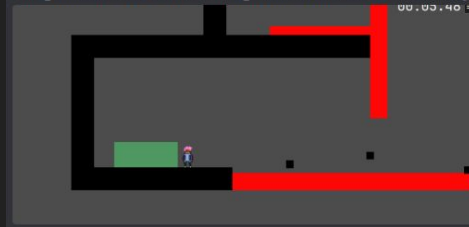
Forgot to bump the version number, differentiated using timestamps

- Some of the play data may be from old versions as we only have 1 download of a non-web version

Overall data may be impacted by other teams' testers since they weren't given a special build

# Feedback

the game does not have enough air control to make small jumps like these reasonable



- Lack of air control
  - Again dislikes for movement that isn't like other platformers
  - Potentially reasonable since one of the levels required very precise jumps
  - Want some way to stop or slow down faster
- Moving blocks implemented in a sort of strange way
- Some levels are frustrating
  - Some levels not designed well in general perhaps, we also weren't able to extensively test some of our levels
- SFX is low quality or too loud
- Can't tell what level you are on when you just hit "next level"



# Future Plans

- More visual improvements
  - VFX and sprites, we have tileset for levels need to use them to make a level
- More menus
  - ESC currently still kicks back to main menu instantly
- Tweak parameters, allow for greater air control or some way to stop moving
- Settings to adjust volume