

Playtest Report

During this playtest I gave the player no prior information to assist them in their first experience of the game. I was behind the player watching them play through the game. On the first playthrough, I noticed the player was going through the level in a way I hadn't previously seen. It opened my mind up to consider all the different possibilities of routes there are per individual playing. After the playtester was finished, they reported back to me on what they thought of the game. I split the playtest results into three different sections; Mechanics, Idea, and Overall impression to see what the player thought.

Mechanics: The playtester liked the use of different mechanics. For example, the jetpack pickup being required to continue to get to the final section of the level. They said that the jetpack level was fun because there were higher stakes and more risk involved. In addition, they commented on the platforms gradually getting more and more difficult/risky as they moved up them. They also commented on the weapon pickups bringing variety to the level.

Idea: The playtester thought that the idea was cool because it reminded them of an arena style shooter. The atmosphere had a dark vibe that went well alongside the arena style shooter.

Overall Impression: Overall, the playtester had fun playing through the level and had mostly all positive things to say about it. Other than using more variety of textures and tiny visual issues, they thought that it was designed well and had a cohesive start, middle, and end.