Cash Crash Playtesting Log

Kyle Boxeth, Jessica Kwok, Jason Shin, Jimmy Zhu

Name	Email	Feedback	Response
Gavin Kiener	gek27@case.edu	Not a fan of the honking/music. Change character direction based upon movement, as it seems choppy currently. Graphics 10/10 though.	Added player rotation based direction player is moving.
David Nixon	dan59@case.edu	- Game ends after you get hit when you are at 0 health, not when you reach 0 health - queuing commands might make the game feel more smooth - drop off rate of health spawns feels a little steep, smoothing this out might be good	We plan to implement queuing commands for next week. Health pack spawn rates do not drop off as the game progresses; David just got unlucky.
Jasper Lee	jjl146@case.edu	I thought that I dodged a few cars without getting hit, but the hit box of the car might be making contact with the hit box of the character. Otherwise, I love the game and it's sound effects!	Increased player movement speed in order to prevent the walking animation from slowing down player.
Chris Cerminara	cac238@case.edu	It was amazing. I had such a great time and I loved the concept of the game. I honestly thought it was sooo good and I am very impressed. Would definitely buy this game if it were an app!	Thank You!
Drew Borneman	awb79@case.edu	Add more incentive for players to continue on / make it harder to just camp on the green sections and wait for ambulances	We added a construction zone that builds up from the bottom of the screen. If the player comes into contact with any of these zones, the game immediately ends.
Jeremy Novak	jrn50@case.edu	Maybe a time limit or something that prevents you from just sitting around until an ambulance or greenie comes. Also it seems like theres too many cars where its impossible to cross some roads without being hit at least once. I like the sound FX <3	Added variability in the time between car spawns in order to avoid uncrossable roads.
Muayad Shahin	mms279@case.edu	wish there were more ambulances but that would be too easy.	Too many ambulances, along with the health packs, might make the

			game too easy.
Alex Gordon	aig22@case.edu	Different sounds based on the van you get hit by.	We already do this with the ambulances
Jacob Hoshaw	jah302@case.edu	I loved it <3 maybe make more incentive to move forward, otherwise game can be a bit monotonous	Same as Drew
Derek Lin	dxl511@case.edu	Needs an exit button or menu button/display. There is no incentive to play the game more than once. I need to master the game because it is hard or give me upgrades to buy. Set an arbitrary "leaderboard" like "noob" is $200 and "Esports pro" is $2500.	Added a button to exit to the main menu during gameplay.