

PLAN:

- We will have students walk through our game during class time, and let them play with the most minimal input possible.
 - This is to see if they are able to figure out the controls on their own. If they are not, we will flag this information as something to potentially fix in the future (either by making the controls more accessible, or including a “controls” screen)
- We will also keep track of how people feel while playing our game. Are they having fun, bored, confused, or able to follow along with the story?

Potential questions to ask for playtest:

- Before they play:
 - Do you typically play video games?
 - If so, what genre?
 - Have you played a click and point game before?
 - Have you played a puzzle game before?
 - Have you played a horror game before?
 - Rank these genres from most likely to play, to least likely:
 - RPG, Shooter, Puzzle, Racing, Horror
- After they play the game:
 - Could you tell the goal of the game?
 - Do you feel immersed?
 - What do you want to see from this game?
 - Do you want to play more? If not, why?
 - Does the UI and controls make sense?
 - Does the dialogue feel natural?

REPORT:

- E is kind of a random interact button, maybe enter instead
- More space between lines on the newspaper screen
- Not intuitive dialogue buttons (do space instead)
 - Not easy to know which buttons to press (why press e and then also click?)
 - Fix: Just click to lock in the dialogue, no “e”
 - Should not have to click to confirm, clicking should automatically pick that option
- Put the people in the dialogue box, so they look like they’re speaking
- Top box is not highlighting for whatever reason? I think its only for the first line too
- Sometimes too much dialogue, try to cut it down
- Good music
- Continue after clicking dialogue
- Hard to see dialogue
- OVERALL:
 - Fix buttons, make “space” the button for everything
 - Make text clearer and easier to read
 - Implement a skipping function so you don’t have to read all dialogue if you don’t want