1. Have you played the game before?

No

2. What were your first thoughts when playing the game?

What are the controls? - No prompt or information

What is this game about? - No immediate backstory (told 2 menus in)

How do i Progress?

What do i do after the enemies are in the bubbles?

3. How did you determine how to progress in the game? If you played

the game before, think about what clues the player is given to

progress.

When the game starts, you are expected to “button mash” to find the controls, once the player finds the controls, they are expected to experiment with moving through the level and attacking the enemies. the player is “provoked” by the enemies to give the player reason to attack. Once the player has captured the enemies, he is expected to try the other control (jumping) to attack, if no attack is made the enemies will escape. once the enemy is killed, it turns into an item the player can pick up to increase score.

4. How did the levels gradually add new challenges?

The levels slowly added challenges through

* addition of enemies
* Harder/ more challenging terrain
* eventually forcing you to go out and attack the enemies