Angular Momentor - Critique

Gameplay

Good

- Well-polished; the game looks complete

- Game mechanics are implemented effectively; there are no major bugs

- Tutorial system does not impede gameplay and skips to relevant sections if the player chooses to ignore individual hints

- Controls are consistent

Not Good

- Needs more levels; this would be a primary focus of further extension of this game

- Needs more game mechanics; this would accompany additional levels

- Tutorial is too text-heavy; players tend to give up reading the instructions

- Time between finishing a level and starting the next level is too long

- Controls are not immediately intuitive

- ~~Some controls appear to be buttons but are just notifications of controls: this misled some users (i.e. "Click to Start" meant simply press the mouse button, but was justly interpreted as "Click this button to start").~~ This has since been updated.

- People do seem disinclined to press the spacebar; maybe right click should be used as an alternative option

- The power (when jumping) does not align well with the player at all resolutions.

Educational Aspects

Good

- Overall game mechanic, when understood and utilised as the game encourages, provides a good intuition about angular momentum

- The main explanation did provide further information about angular momentum

Not Good

- Main explanation of angular momentum was too hidden-away (within "Help" menu); this needs to be better integrated with the main game objectives. Initial versions of the game did include this explanation in the primary gameplay path, but it proved difficult to integrate without restricting gameplay.

Key Learning Points

- It is difficult to find an acceptable balance between the amount of teaching integrated into the gameplay and the amount of freedom to play/ fun that the player has. Initial versions of the game forced the player to read/ skip through the text (restricting ability to continue through the level) then allowed gameplay to continue afterwards. Reviews of this indicated that control should not be restricted, however, removing the restrictions resulted in players skipping through the instructions/ notes/ help, even when unsure of how to proceed.

- It is difficult to make tutorials that integrate well with gameplay but which also help players who have different playing abilities/ grasps of the game mechanics.