Lydia Lam
Period 1
12/15/19

Testing Report

1. <u>Outside Classmate</u>

        I had asked my friend Aiden Stein to test out my game, and he gave both positive and constructive feedback. He thought the aesthetic of the game was very nice and liked the design of the characters and enemies that I chose. He thought the functionality was fine and easy to play but thought there should be sounds added to it so it is easier to tell when you collect an item or hit an enemy.

        Based on his feedback, I decided to keep the theme of the game. When choosing the images for tree, water, and rock spaces, I decided to find ones that were similar to the style of the images I had already used. I took his advice on sounds and used a chime-like ping sound to signify when a player collects an item and a short, pixelated thunk when a player hits an enemy and loses a life.

2. <u>Advanced Computer Science Classmate</u>

        My class partner Andrew Lancaster played and tested my game. He said he really liked my project. He thought the inspiration of Legend of Zelda was very creative and liked the way I implemented both the characters and the enemies. Throughout all of his testing, the puddle worked as an obstacle to block the player. He also really liked the background and the overall aesthetic of the game. Although he thought the game looked really good, he felt it was incomplete without an end screen and the ability to win or lose. Also, he saw problems with not being able to get past the enemies. He thought there

could be a problem with a gem being stuck in the middle of obstacles and enemies that would make the game a stalemate.

For the overall aesthetic, I took to his comments and continued the same theme with the rest of the block objects (tree, water, and rock). I also changed the counter so it displayed a smaller version of the rupee image instead of just a string that said "Rupees:" to improve the look of the game. From his suggestions, I implemented a win and lose screen so that they would display accordingly when a player either collected the majority of rupees or the other lost all of their lives. I thought his comment on the enemies was intuitive, so I adjusted the game so that when a player hits an enemy, they lose a heart and the enemy on that space disappears. In case the map is randomized so that enemies surround a rupee and block the players from collecting it, a pathway is opened as the enemies disappear and the players can collect it.