

Prototype #2

Game Title: Poor Platformer Explorer

Concept: I started to create a house level design, then took it in a different direction. The game is meant to be a frustrating, poorly designed, glitchy platformer game. The goal is to get to a pedestal that is almost impossible to reach as the player has to find their own way by picking which way they want to go. The platforms will glitch at certain points and it is possible for characters to get stuck in the walls. The pedestal can not be seen by the player, making it more difficult for someone to get to the end goal.

Questions for testers:

1. What was most frustrating about this game?

- Getting lost
- Falling through the floors, trying to land on certain platforms that weren't actually solid
- Dimensions were very weird and hard to maneuver through

2. What could I add to make the game more chaotic/frustrating?

- Add randomly generated walls
- Have some platforms disappear and randomly spawn in different places
- Create worse textures, harder to look at or colors that don't work well together
- Add more paths that lead to nowhere

3. How does the environment feel?

- Chaotic, very interesting to explore
- The different colors are interesting, players expect them to do certain things, but it was randomized
- Players liked being able to stand on walls outside of the 'house' structure, found the environment very dynamic
- Needs more complexity, more weirdly placed walls

4. What did/didn't you like about the environment?

- Cannot get to the pedestal (final goal)
- Not populated enough
- A lot of walking - more obstacles needed
- Need more chaos, more odd restrictions on player

Notes on playtesting:

- People enjoyed the glitching aspect of certain platforms in the game, it created more chaos and interest in exploration
- The players enjoyed getting lost and trying to find their own path
- The glitch where players got caught in the walls helped pushing the idea of frustrating design
- Add some textures to affect how the player moves and where they move to
- Add randomized sound triggers or a very monotonous continuous sound in the game
- Have players die when they land on certain platforms