Mayapan UX Report

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Positive Aspects: The controls are very responsive and given that you can assign your own key layout makes them easy to learn. The gameplay has a nice flow, you don’t have to question where to go or what to do. The graphics are nice and the color scheme is pleasing to the eyes. The sound effects and background music are right on point. The AI system in place for the enemies is challenging but fun. The platformer game style and face paced levels should definitely appeal to their target audience of school aged children.

Negative Aspects: The level creation is little off, enemies tend to become stuck in the ground when they move around a lot. Also come of the falling platforms, flames, and arrows, tend to activate just a touch to quickly. They leave almost no room for error, you either pass through perfectly times or not at all. Checkpoints should be clearly marked. The controls get a little glitchy when climbing the ladders, you have to press down before you can start climbing again. The biggest issue I found is context, if not for Dr.Jimenez’s explanation of the game during class I would’ve had no clue what the game was supposed to be out. I had no idea where I was, why I was there, or even who my character was supposed to be.

Summary: I think it has some really good potential, the physics and core mechanics of the game seem to be well coded. After fixing some minor glitches and adding enough context to promote situational awareness it’ll be perfect. Even with the few flaws I found it was still a lot of fun to play.