**The Morning After: Beta Test**

Beta Test Setup:

The game was installed on a web server and several people were given the chance to play the game via a web browser. Feedback was gathered from the players.

Beta Test Feedback:

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| **Player Comments** | **Response** |
| Graphics are a bit random. | This is partly intentional, however if the game is developed further the plan is to improve the look-and-feel of the game (the aim so far has been to work on the mechanics rather than the graphics). |
| There is a bug seen when starting a new game after dying in a previous game (the collectable items disappear from the game). | This has been fixed in the final version (the items are reset for every game). |
| The change in music when entering a new room can be a little jarring. | This has been fixed in the final version (the music no longer restarts every time you enter a room). |
| There is a bug seen in the Lives indicator (the icons disappear in a random order). | This has been fixed in the final version (the icons now disappear from right to left). |
| The Quit button should be removed on the main menu (since it is not applicable in a WebGL app). | This has been fixed in the final version (the button will only appear for the desktop version). |

Feedback from previous iterations:

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| **Comments** | **Response** |
| You should make different enemies for the vertical ones, because it really doesn’t look all that good, make like a bat or something. | Yes, agreed. I deliberately put a low priority on graphics to concentrate on the mechanics (once I had something that worked, I stopped tinkering). If the game progresses beyond this course, the goal is to include much more variety in the graphics. |
| Get the hitboxes sorted out! I don’t know if it's your player hitbox or enemy one, but sometimes it feels really unfair because you're not touching them at all and you just randomly die... | Yes; I think this might be because the perceived sizes of the characters change as they animate, but the collider sizes remain at the maximum bounds, so it can make it seem like the characters aren’t touching. Not sure how to fix this (maybe make the colliders equal to the minimum size of the animation?). |
| Some glitches to fix with jumping, notably when you're at the end of a ladder and your jump height is diminished | Yes, I think I have improved this in the final version. |
| Don’t really like the way you go through ramps... you should make it be the down (s) button, or down arrow, because it kind of sucks when you jump up on it and just fall... | Agreed that this is an odd mechanic, however it is one inherited from the game on which this is based (I have tried to stay true to the original mechanics). |
| I haven't seen fall damage in action, are you sure you implemented it? | This has been implemented in the final version. |
| Love the music, why a classical piece for the meu though haha? | Again, another inheritance from the original game ☺ I suspect the original author chose this because it was license free. |
| I wish I could move faster so it doesn't take so long to get past a room. | Yes, the speed is similar to the game which inspired this version, however it does seem a little slow by today’s standards. I may improve this if there is a future version. |