

FOCUS TEST 4

DANNY TANG, DAVID RICARDO, PRAVINA SAMARATUNGA, RICHARD OATES, WILLIAM WONG, DAVID WU

1. PREPARATION

We want feedback about responsiveness and aesthetics, and whether our fixes were properly implemented. It's a bit late to implement much with regards to control schemes.

2. PLAYTEST

- Menu screen is pixelated? Button size went strange in fullscreen.
- The title text helps the playtester figure out most control schemes extremely quickly.
- Text for mouse teleport was too trivial to figure out solution.
- When playtesting Split Personalities, the playtester utilized the changing color indication.
- After playtester completed Pick Your Poison, still did not understand what was going on.
- First instinct was WASD controls for FPS. Hard to tell if lag was intentional (it wasn't).
- On the level select screen, the lock symbol looked like there were unlockable levels left.
- Credits scroll very slow.

3. INTENDED ACTIONS

- Implement WASD for FPS.
- Try to fix menu screen.