**Play Test Questions**

Rules/Explanation

The game is designed to be traversed in order to find a number of musical minigames. Right now, they are just set up as trigger zones. You will traverse to find 5 of them, the counter at the side ‘Collision Counter’ will increment as you pass through these trigger zones, when it reaches 5 the game is over, and the timer will stop.

Think-aloud Questions

1. How do you feel about the controls?

Would like to be able to invert controls doesn’t feel natural. But feels nice to move around in the environment.

1. Why did you go there first?

Distinct from the environment

1. How would you describe your strategy?

Follow the path and explore surrounding areas of trigger points

Post-play Questions

1. How much time did you feel like you were playing for?

Around 7 minutes; Actual time 9 minutes

1. What could have been explained better or earlier when I was teaching the game?

The controls

1. What was your strategy for finding the key areas in the game?

Following the path as I couldn’t look around and see where the next thing is due to the camera system.

1. How did you find the movement/navigation of the world?

Didn’t feel natural to move around the world, the controls of the character were good but the camera felt unnatural.

1. What do you think are the most important things that need to be added to the game in the next cycle of development?
2. Some signifiers of what trigger points/instruments have already been tackled, some number (i.e. “2/5” displayed if 2 out of the 5 points have been crossed)
3. More intuitive camera controls, being able to see up-hill when traversing and more zoomed out to see more of the world.
4. Instructions on the player and camera movements at the beginning, prompt at the beginning of the game.
5. In future the instructions could be dynamically interpreted as a tutorial at the beginning of the game, for example the first prompt to be to move forward and after the player moves forward that prompt disappears and moves to the next like moving left and right, jumping etc.
6. Hint system when you have been traversing for a while and haven’t came across a new trigger point.
7. Is there anything you feel could be added to make navigation easier?

Instructions on the player and camera movements at the beginning, prompt at the beginning of the game.

1. Any other comments?

Make the game feel more alive by adding elements like water, other living things etc.