**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?

Weird how moving left constantly moves you in a circle, feels unnatural, should be linked with the environment and not with the camera

1. Why did you go there first?

Followed the immediate path

1. Where is your mind telling you to go next?

Unclear where to go next (left the path)

1. How would you describe your strategy?

Follow the path to find the next trigger zone

Post-play Questions

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

No concept of how long they were playing for, maybe a day/night cycle could be a good indicator of time passage

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

When I wandered off the path I found it difficult to remember where to go next or see where the next objective may be

Once they realised that staying on the path would lead them to new trigger zones they stuck to it

When they reached the end of the world the only way they knew it was the end was because there was no more land, maybe make it an island?

1. How did you find the movement/navigation of the world?
2. What do you think are the most important things that need to be added to the game in the next cycle of development?
3. Jumping animation and particle effects when traversing the world so it doesn’t feel as if you are floating
4. In-game menu to toggle inverting controls, sounds of the music etc.
5. Gameplay idea to squish the character, to be included in the mini-games
6. Compass and/or mini-map that fills out as you traverse the world
7. Is there anything you feel could be added to make navigation easier?
8. Better camera system that allows you to see up-hill and having the camera dynamically move with the environment.
9. What did you want to do, but couldn’t or was unable to do?
10. Any other comments?

Interesting environments and engaging gameplay