**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?

Moving around is intuitive and makes sense. However, moving the camera is unintuitive and I am not able to move it easily to be able to see what I need to see.

1. Why did you go there first?

It followed through from the path and was distinct from the rest of the world (They approached the first trigger point)

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

Follow the path.

1. How would you describe your strategy?

Try to explore places I haven’t been whilst sticking close to the path laid out in front.

Post-play Questions

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

About 10 minutes

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

There is no instructions on the controls or the camera system, wish this had been implemented as a prompt at the beginning of the game

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

Try to explore places I haven’t been whilst sticking close to the path laid out in front.

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

Felt like it took a bit to get used to the movements, the camera is less intuitive, which the camera changed dynamically with the game and that it was bit more zoomed out. Feel like I can’t find the boxes because I can’t look around to see where they are.

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. Signifier of what trigger zones/instruments I have collected (badges/icons at the top of the screen that fill in as you collect them)
3. Text prompt at the beginning of the game to show the controls of the character and the camera system.
4. Better camera system that allows you to see up-hill.
5. Camera dynamically moves with the environment (i.e., when turning to go in the opposite direction the camera moves with the character)
6. Variety of trees and rocks, add some water to have more diverse surroundings.
7. Add forest creatures that are in the environment to make the world feel more alive and lived in.
8. Boundaries so you don’t fall off the world.
9. Is there anything you feel could be added to make navigation easier?

Better camera system that allows you to see up-hill and having the camera dynamically move with the environment.

1. What did you want to do, but couldn’t or was unable to do?

Be able to look around, can only see directly in front.

1. Any other comments?

Like the world itself, feels like a calming environment and love the design of the character.