Playtesting Notes

Template - querying technique (Interview):

1: Do you think with the current controls, you're able to further improve your time to be faster?

2: How intuitive are the controls?

3: What is the least intuitive mechanic?

4: What do you think about the difficulty of the game?

5: What do you think you would add to the game to improve it?

Query:

Cynthia (-1 percent gaming fps experience, she doesn't usually have a mouse):
- Didn't know how to use wasd
- The game is dumb

1. Yeah
2. 9/10, intuitive.
3. Wallrunning, red - but not indication that you can wallrun. No indication on how far you can jump and dash.
4. The game is too difficult. More difficulties. Lower is better.
5. Staircases everywhere. Maybe have a level for each new mechanic.

Louis (overwatch player is pro):
- Wants momentum.
- Actually did wall running well.
- Wall running still a big sore spot
- Longer window to press buttons when off walls.
- Can spam jump to climb wall, should launch you.

1. Press space to jump off. Speedrunners might like to cheese.
2. Controls are not like lucio. Intuitive but needs instruction and tutorial.
3. How to interact with the walls.
4. Fine for a regular fps gamer.

5. Momentum. Acceleration for movement.

Houston (pretty good at fps, csgo and valorant):
- Have a second jump after you touch the ground even if you don't jump.
- Found a hole in the wall. Collisions with walls going up suck.

1. Yeah.
2. Very intuitive.
3. Momentum.
4. Easy.
5. Momentum. Respawning.

Amy ("I play loads of games but sucks at all of them", plays lots of overwatch):
- Found it difficult.
- Didn't bother reading the instructions lol.

1. Yes with practice.
2. Pretty intuitive controls. Pretty standards.
3. Wallrunning.
4. "If 5 was the perfect difficulty then it's a 6."
5. New abilities are unlocked as you progress through the game. One level you get an extra dash, the other you can glide or something.

Romy (Ryan's brother. Plays way too many games all day like c'mon man focus on studies):
- Played with the wallrunning the most on the test level (after wallrun fix).
- Picked up the game the quickest.

1. Controls make sense and are pretty good.
2. Controls are standard and make a lot of sense.
3. Not obvious that you've finished the level. No indication other than stopwatch. Sound maybe?
4. Not really. Good learning curve. Jump between levels not too high.
5. Hidden shortcuts, too linear. He was really struggling to think of something to say.

Brandon (Marvin's brother, traditionally a console gamer but recently started playing PC games):
- Platforms are too small, keep falling off
- Initially thought that you could wall run on any wall with arrows on them
- Some levels, the grapple point lands you further than the wall runnable walls
- Lvl3 really tripped him out with the reversed arrows

1. Yes definitely.
2. Mostly intuitive, very similar to other FPS games.
3. Being able to wall run behind walls, shouldn't be able to.
4. Suitable difficulty that is easy to learn but hard to master.
5. Scoreboard/high score system.

Teo (casual gamer, knows most controls on PC):
- trippy, high FOV (not used to it)
- Likes the tutorial
- Didn't like reading the tutorial controls (too long)
- Wasn't sure what was a grapple point at first
- Wall run is intuitive
- Crosshair isn't in the center of his screen
- Wasn't sure where to go in level 1 in the 2nd room
- Checkpoint and glass too similar color
- After awhile got used to the controls
- A bit nauseous at certain times
- Really like the glowy effects
- Really confused on how to pass the first room in level 3
- Gravity too floaty?
- None of our buttons have sounds

1. Yes.
2. At the start was a bit off, but got used to it in no time.
3. Wall running behind the wall.
4. Too difficult, too unclear of where to progress to.
5. Highscore, replay function in pause menu, make the buttons in the pause menu make sounds.

Observational (Cooperative Evaluation):

Ramen (plays counter strike occasionally):
- Bug where you can't go up when pushed against a wall.
- First level jump too far for double jump.
- Higher Walls.
- Pushing walls again.
- Sprint isn't intuitive.
- Wallrunning isn't intuitive, hard to bounce between walls. Keep falling.
- Keeps looking up the wall to push him up.

- Tries to skip wallruns.
- Lock view forward or to any angle away from wall?
- Bug, can grapple through glass wtf.

Caryen (not a pc gamer at all, but plays games a lot on console):
- Wallrunning is also unintuitive.
- Jumping should propel you forward in the direction you're facing rather than your current momentum.
- You should be able to press forward and direct yourself.

Mahee (played a bunch of fps games, pretty familiar):
- Thought that he was in range of grapple. Unclear.
- Wallrunning again. Tried to look in the direction of the jump.
- Very free movement when moving.
- Momentum is needed.
- Can fling yourself over the barrier.

Wong Li Sean (competitive / casual gamer, knows most controls across multiple platforms):
- Knows how to navigate well
- UI is messed up
- Accidentally quit the game cause of ESC
- Fell up right at the start multiple times
- Dashing is intuitive
- Common bug prevents you from getting over a platform when very near it
- Grappling and jumping / double jumping is intuitive
- Wall running is much more intuitive than other participants after changes
- Completed tutorial pretty quickly
- Grapple get stuck between glass bug
- Took awhile to understand where the objective is in level 1
    - Keep going behind the first wall in level 1
- Level 3, thought grapple points on floor were leading to objective
    - Purposeful misdirection of arrows too difficult?
    - Tough but not impossible nor too difficult
    - Jumpings a bit weird (think he was just bad in the moment)
    - Glass is a bit too transparent, hard to tell its there
    - Grappling between glass
- Actually passed the final level on the first try
- "I am a God at this game"
- Post gameplay feedback:

- Thinks there should be an automatic transition to the next level

Danielle (complete opposite of a gamer in every way, used to play a lot of Clash of Clans, **thinks Minecraft is hard**):
- Thought the tutorial was hard af, especially during the wall running part
- Did pretty well for someone who barely games
- Could follow the general instructions
- Thought the FPS controls were hard
- Wanted music with the gameplay
- Too bright colors
- Determination, passed the tutorial after too many tries, was very happy
- Post gameplay feedback:
  - "I didn't even play the game"
  - Thinks tutorial should be easier
  - ":((("