**PlayTest Report: Alpha 1.1**

Game Name: Stolen Sword

Team Name: Agile Ninja Studio

Observer Name(s): Jason Lan, Randall Steinkamp, Daniel Miyares

Date: 11/5/18

Tester(s): David Gipson, Keillor Currie, Amit, Ravi

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* Players liked art, story, and the feel of the game
* The background of the game looked slightly confusing
* Small clarity issues, especially with players not knowing that dog can’t be killed
* Surprised by the difficulty of the game
* Felt that more clarity was needed especially with the boss fight.
* Generally liked the game and felt it was fun and challenging

Issues list from PlayTester(s)

* Confused about the interactions with the enemy (Dynamic)
  + The players receive damage when standing inside the boss. The play testers did not realize this until they saw their health rapidly declining.
  + Did not know that you can’t kill certain enemies like the dog
  + Direct Fix: Use a health bar to make it obvious that you are taking damage
  + Indirect Fix: Give hints in Sam’s dialogue that he would never hurt animals
* Background unclear (Aesthetic)
  + The background of the game blends in with the platform of the game. This was hard for players to tell, so players had a hard time trying to find where to jump to.
  + Direct Fix: Outline the platforms so there is clear delineation from the background
* Rough hitbox made it hard for players to know when they are attacked and when they are attacking (Dynamic)
* The interaction between Sumo and Sam confused the play testers. When Sam runs into the boss, he takes damage, but the player did not know how far close you can get to the boss. When Sam damages the boss, there is no indication except for a health number on top. This could be solved with better hitboxes that show that Sam is hitting the boss and not running into the boss.
* Direct Fix: Make boss glow red when hit by the player. Make the hitbox for the boss a little further to the left so player can easily find the sweet spot and hit the boss with safety.
* Boss fight needs more mechanics (Mechanic)
* The play testers felt that the boss did not do enough during the fight. The boss spawned attacks, but did not move. Players are not able to use shuriken during the fight. Adding shuriken during the fight and allowing the boss to jump around could be a fix.
* Direct Fix: Allow Sam to throw shuriken to fight the boss. Add movement and jumps to the boss’s movement tree.
* Game frustrating because too easy to die (Dynamic)
* Enemies damage you and you knocked back. While knocked back, you can still be hit by more enemies. Also, getting hit in the air by a shuriken thrower will knock you back and cause you fall in instant death spikes.
* Direct Fix: Getting knocked back will make you immune for a few seconds so you can’t take more damage.
* Indirect Fix: Add health packs so game will be easier
* Ignore the issue of getting hit and being knocked onto the spikes. This makes the game difficult enough and forces the player to time jumps better

\* Interface includes all instructional information.

**APPENDICES: Field Notes**