**PlayTest Report: Pre-Alpha 1.0**

Game Name: Stolen Sword

Team Name: Agile Ninja Studio

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

Date: 10/23/18

Tester(s): Vanessa, Carlos De la Rosa, Andrew Chen, Chris Charnechi, Brandon Head, Sruthi, Keillor Currie

**SUMMARY**

Overview of PlayTester(s) reactions and comments

* Players liked the art style, the general looks and the humorous backstory of the game
* Some controls were confusing, like how to navigate through the cutscenes
* Confusion about the interactions, like how running into the boss damages you
* Unnecessary black screens
* Fair in difficulty
* Hitboxes were too rough. Players do not know when they get damaged by the enemy. Players do not know if they damaged the boss.
* Boss fight needs more complexity

Issues list from PlayTester(s)

* Confusing controls (Interface)
  + This was a problem at the beginning of the game. There were no indications to press the space bar to go through the cutscenes. A possible solution is to put a small message telling the player to press the space bar.
  + Direct Fix: Put a message during the cutscenes that says, “Press Space to Continue”
* 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. A knockback or any form of damage indication would solve this problem.
  + Direct Fix: Make the characters glow red when damaged.
* Confused about the purpose of black screens during the introduction (Aesthetic)
  + The black screen is supposed to artistically show that the Samurai has made a grave mistake. The black screen shows blacking out from alcohol, and the transition to the start of the game. The play testers were not pleased with the black screen and did not understand the point of it. Perhaps we should remove it, or replace the black screen with a more colorful transition.
  + Indirect Fix: Add a timer to the black screen that will quickly move on from it
* Rough hitbox made it hard for players to know when they are attacked and when they are attacking (Dynamic)
* The interaction between enemies and Sam confused the play testers. When Sam receive damage, his health goes down, but Sam has no reactions. When Sam damages the boss, there is no indication except for a health number on top. This could be solved by adding reactions from enemy and Sam. Could also be solved with better adjusting the hitbox.
* Direct Fix: Make characters glow red when hit by an enemy. Make boss glow red when hit by Sam.
* 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.

\* Interface includes all instructional information.

**APPENDICES: Field Notes**