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# Iteration & User Testing Report

**Prototype Description**
The prototype is a greybox arena game where the player moves freely, collects items, and avoids danger zones. The objective is to collect all items and finish the level.

**Part 1: Playtesting & Observation**
Two players tested the prototype. Both players hesitated at the start due to unclear direction. Frustration appeared near danger zones, while item collection felt engaging.

**Part 2: Metrics & Feedback Analysis**
Metrics used: completion rate, time to complete, number of failures, and hesitation points. Completion rate was 50%, with an average completion time of 3 minutes. Failure rate was high near danger zones, confirming player feedback.

**Part 3: Iteration & Improvement**
Main issues identified were unclear paths, high damage values, and weak feedback. Improvements included clearer visual cues, reduced damage, and visual hit feedback. After changes, players progressed faster and understood objectives better.

**Final Reflection**
The biggest surprise was how confusing navigation felt to players. Iteration improved clarity and balance significantly. With more time, additional tutorials and level variety would be added.