## Game Testing Notes

Game Tester 1 Feedback:

* Game design is good, it would be fun if the difficulty is higher.
* The game’s features are good, but not sufficient.
* It is too easy to win the game.
* The game is too dull, it is better if there are more recipes.
* The game’s UI is bad, it is just 3D shapes.

Game Tester 2 Feedback:

* The game appears to not have any bug which is good.
* The character’s movement is smooth.
* It is too easy to win the game.
* It is a bit difficult to pick up the ingredients.
* The game has no UI, the game should use more assets.

Game Tester 3 Feedback:

* The game is like overcooked, the game will be fun if they continue to develop the game.
* The game would be more entertaining if it supports multiplayer.
* It is too easy to win the game.
* The game has no UI, there are no Unity Assets yet.

## Summary

### Key Issues

* The game is lacking features, more features should be added to the game.
* It is too easy to win the game.
* The game is lacking UI and the game is too crude, should use Unity Assets to replace prototypes.
* Sound and animations can be added to the game.
* The way how ingredients are detected can be improved.
* More recipes can be added to the game.

### Entertaining Parts of Game

* The features are not bad and the game has many potentials.
* Game Experience goal is great.
* The game features developed are well-developed.

### Experience Goals Comparison

* Experience Goal: Want the game to be challenging and the player will have difficulty in time management to ensure all tasks can be completed and thereby ensuring the player has a sense of achievement when they pass the level.
* However, the game is too easy to win, and the UI and animation of the game is not good enough to make the user feel the intensity of restaurant’s kitchen.

## Things to Improve

* Improve game’s difficulty by adding more recipes and features, like requiring the player to cook the book before putting it on the plate.
* Add multiple levels (have different difficulties)
* Replacing the 3D shapes with assets in Unity Asset Store
* Add sound and animations to the game to make it more enjoyable.