

Welcome!

Prelim questions:

- How many hours per week do you play games (sports, phone games, board games, video games)
- On a scale of 1-10 how comfortable are you with video games
- If comfortable, same scale how comfortable with 3D Platformers (ala Mario 64, arkham games would also count)

Explaining controls:

- I will walk you through all the controls
 - Jump
 - Move
 - Camera
 - You can move mid jump
 - You will start to run after moving a bit in one direction
 - I recommend resting r_hand on the jump button and left on moving stick and only turn camera while not moving
 - Any questions or clarifications? I will not be able to answer questions during testing
- Explain that your goal is to collect the spheres?
- Ask to say thoughts aloud and unfiltered during testing

Round 1:

- No user draw (should it be blank or with mountains and lakes?)
- No overhangs
- Complex difficulty platforms
- No rocks

Round 2:

- User draw (see what they want to draw)
- No overhangs
- Simple difficulty platforms
- Rocks

Round 3:

- User Draw (but tell them about grass space)
- Med difficulty (or simple if it didn't show up)
- No overhangs

Postlim questions:

- Which round did you like best and why?
- How did what you drew in round 2 compare with your expectations
- How did you feel about the sun?
- Did they discover that you can run up the sides of mountains?
- Note if they seem to struggle with camera movement -> Z-targeting
- What did you learn about playing the game over the 3 rounds? (looking for rewards being good)

