**Playtest 1**  
**March 3rd, 2022**

***Player 1***

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*Observations:*  
- Player immediately goes to the right side of the screen.  
- The powerup was shown to the player earlier, behind a wall. By the time they got to the powerup, they forgot what it was.  
- Player(s) can fall directly on a powerup and not realize what happened or what they obtained.  
- Player did not understand the mushroom platform powerup can only spawn one platform at a time. Player tried to put down more than one platform.  
  
*Player Comments:*  
- Finds the platforming ‘punishing’, commented on how they’re not very good at games.  
- Platforms are “slippery”. Finds it irritating to slide off a platform.  
- Player feels like they have to ‘commit’ to the jumps, can’t hesitate.  
- Player very much enjoys the art style, and how cute it is. Specifically, the mushrooms.

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***Player 2***

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*Observations:*  
- Instructions at the start of the game mention being able to click on the screen when the player gets a powerup. Upon reading this the player attempts to click on the screen without having a powerup.  
- Second player went left.  
- Second player understood that they picked up a powerup and could click on the screen to activate the powerup.  
  
*Player Comments:*  
- Platforms are ‘too slippery’.  
- On certain jumps, the jump goes too high, and you can’t see the platform you’re about to land at the apex of the jump.  
- Finds falling from great heights, (losing progress) punishing.  
  
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***Player 3***

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*Observations:*  
- Player trying to check if there are different heights of jumps based on how hard the jump button is pressed.  
- Tried to jump on background props that don’t have collision.  
- Tried to experiment with how many platforms could be placed using powerup.

*Player Comments:*  
- Finds the art for the foreground and background confusing (blends into one another).   
- Finds the jumping ‘finnicky’.  
- Platforms are ‘too slippery’.  
- Discouraging to fall from great heights, (losing progress).  
- The difficulty may be too high for a first level.   
  
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***Player 4***

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*Observations:*  
- Player is excited to recognize that it’s the wizard tower climb game.  
- Player finds the platforms slippery but enjoys the challenge.  
- Player understands the difficulty the game is aiming for. Refers to the game as a “rage” game.  
- Player was excited to obtain a powerup.  
- Player tried to exploit with the platform power up, by jumping as the platform disappears and spawning a platform underneath them at the apex of the jump.   
- Player enjoys the platform powerup rumbling before they disappear.  
  
*Player Comments:*  
- Great tiles (in reference to the art used for the ‘tiles’ of the game).  
- “Very responsive controls”.

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***Player 5***

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*Observations:*  
- When players struggle with a section, they will leave and try another part of the level.  
- Player finds the platform powerup disappears too quickly, and wishes they had the ability to place more than one at a time.  
  
*Player Comments:*  
- Controls feel “floaty”, platforms feel “slippery”  
- “Wish I knew that”. In reference to the rules of the powerup, they thought they could only place the power up once, and not repeatedly.   
- “Up and down are useless”. In reference to the controls, as WASD was displayed on the screen at the start of the game, however, W and S do nothing.   
  
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***Player 6***

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*Observations:*   
- Player is excited to recognize that the game they are playing is the frog wizard game  
  
*Player Comments:*  
- There is no run or landing animations.   
- “There should be different levels of jumping depending on how hard you press the jump button”  
- Platforms are too slippery  
- Wondering if there will be more levels. In reference to only one area being in the game.   
- Expressing their desire to have more powerups.  
- “I want to complete the level but I’m not sure if I will have enough time”  
- “Really enjoyed this” ...”Looking forward to playing more”.  
  
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***Player 7***

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*Observations:*  
- Player really loves the art, enjoys all the details put into the environment. Enjoys cohesive theming.  
- Player is curious about other places they can go when they get stuck on a particular section.   
  
*Player Comments:*  
- Player found it strange that the character walks slowly when moving underneath a platform  
- Player finds that the platforms are “too slippery”, but mentioned “maybe it’s on purpose since you’re a frog”.  
- Looking forward to playing a complete version.   
- Likes being able to see a powerup, gives them motivation to get to the powerup.  
  
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  **Collation**

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| *Player Observation:* | *Response:* |
| All Players found the platforms too slippery.  Difficulty is high for a first level. | I was aware of this going into the playtest. It’s good to get feedback on it. I know why it’s slippery, I designed it that way. Knowing how players feel about it changes my approach. Some players enjoy the challenge, so it is a mechanic that is interesting. This mechanic should be placed later in the game.   The start of the game should be easier and more inviting. |
| Difficulty with the control scheme. | The difficulty was tuned to my personal skill level and using the controls that I used when developing the game. The demo was done on a laptop. This made me realize that the touchpad is not a good input device. I plan to bring a mouse, and potentially a gamepad to the next demo. A gamepad as someone mentioned they were more comfortable using a gamepad over a mouse and keyboard. |
| Players expecting controls mentioned on screen to work. | The controls shown on screen at the start of the game were put in at last minute. Very placeholder. The W and S / Up and Down buttons do nothing. Space was bound to jump. Some players wanted W / Up to be able to jump. I will change that in a later build. But I am also considering W / Up to have other purposes later in the game. I understand that player instructions should be clearer. |
| Players forgetting controls for a power the obtain later in the level. | Controls for a powerup should be placed next to the powerup or have a prompt when the player obtains the powerup to explain what it does and how to use it. This was the intention but was not implemented at the time. |
| Lack of animations | We knew very well going into the demo that the game had no animations. Every player commented on the lack of animations. We are working on and do plan to implement animations. |