

Playtesting Notes Sheet

Final Game Individual Playtest 01, 05/23

Observation	Underlying Cause	Severity	Proposed Change/Fix
Initial reaction was to use arrow keys to move	Instructions not initially visible	2	Make instructions clearer to see or put an instruction screen before first room
Cats confused by meowing noises	Cats in home can hear the game	0	None. That's adorable
Roomba gets stuck for a bit going up/down between bottom wall and first object level 2	Roomba's movement set to go in a single direction for a certain amount of space	8	Randomize Roomba's movement
Random interactable M appeared level 1 near top-left of back wall	Not sure, unable to recreate issue	10	
Roomba going too fast level 2	Speed set too high	6	lower Roomba speed setting
Wishes there were more things to interact with	Not enough items to interact with	5	Add more interactables (which we will do when more art assets get implemented)

