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Game Feedback Thoughts

The game testers seemed to really enjoy the visual aspects and at the very least, had no complaints about the audio. The biggest concern seemed that gameplay was unintuitive. This likely stemmed from the game throwing you in right when the browser is opened with no prompt or instructions beyond the written description. We believe placing the numbers 1-5 below their respective bubbles would give users a helpful visual reminder of what to press when they're focusing on the letters they need. Also, we should place some sort of prompt or pause at the start of the game so player aren't thrown into it instantly with the clock ticking down. Several users also complained of difficulty and speed. We could very easily just turn the falling speed down but we believe the spawn rate should stay the same as it give players more options. We'd have to make sure tiles aren't overlapping in their lanesf by adding a hitbox to the top of the lane to detect if a tile is already colliding with it. The testers didn't complete many words but this is likely due to spelling ability and level of experience with these types of games. When we played we were able to reach the word limit fairly consistently before adding a fifty percent increase to the timer; with practice we think most players could easily reach the limit. Overall, further development would likely consist of improving intuitiveness, and adding difficulty settings (speed, time) would be the main priorities. The other concern was the we used a linear search of our entire database whenever enter was pressed and we would likely simply switch it to an alphabetical binary search to save processing time.