

## **1. Playtest of our graphical game**

Playtester: Mulan Zhou

- Playtester initially died quickly and was somewhat surprised, but tried again, did much better, and noted such.
- Playtester noted that it was difficult to get a good start, but was easier once the first part was done.
- Noticed that this was most likely due to a lack of start or restart screen to give the player time to prepare themselves.
- Playtester says she thought it was a generally easy to understand game with simple mechanics.
- Advised to add a start/end screen and inform the player what button they are supposed to press to move upward at the beginning of the game.

## **2. Playtest of another group's graphical game**

Member Names: Jefferson Patricio, Aimee Solarz

Group Number: B4

- I was a playtester.
- I played through the levels of the game and noticed that it was a more pixelated reskin of another game of the same name. It was fun and nice to look at, and the premise of having to place objects into trucks or boxes using ropes was creative. It has a win screen before moving on and a restart button for each level to allow the player to decide when they want to start. I also noticed that in some cases, the object does not count as being on the truck if the ropes are preventing it from touching the truck. Along with this, it also counts as a win if the object touched the truck and then fell off the screen and was no longer present. I couldn't pass the third level that required the player to swing a teddy bear past a beam and into a box.
- I think that this game reveals a lot about learning and difficulty progression in games. The first level was very simple and easy but each level got more challenging as time went on. This can be desirable for some players and frustrating for others.
- I think that the restart button and breaking up parts of gameplay are important for allowing the player to rest and should definitely be applied to our game as well. The collision mechanics might also be something to look at because it can be frustrating when objects don't behave as they are intended in games.