

Kleenex Test Report (Sprint Review)

Sprint 2 – Proof of Concept: Gameplay

10/31/2015 – 11/05/2015

Tester: John Skinner

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| **Position Title** | **Name** | **Signature** |
| Assistant Lead/Level Designer | Max Krembs |  |
| Artist | Prasanna Ravichandran |  |
| Asst. Game Designer/Programmer | Clay Howell |  |
| Level Designer | Bernard Kauffman |  |

# Overview for Stakeholders

1. Tester responded well to and easily understood audio feedback.
2. Tester enjoyed finding origami figurine hidden behind objects in levels.
3. Tester experienced difficulty crossing small gaps or getting Kirie to fall short distances.
4. Tester did not understand the cut durability system.
5. Tester did not feel completely in control of cutting objects in specific shapes.
6. Tester often pulled down/up the android navigation bars when cutting objects near the edge of the screen.
7. Tester was unsure of the total number of collectible origami figurines.

# List of Recommendations and Team Action

* Tester wanted clearer indication of his cut trajectory, even so much as a confirmation step.
  + The team agrees to add a guideline to the cut system, and modify the cutting mechanic so that the cut does not occur until the player releases his or her swipe.
* Tester wanted some form of visual affordance to convey the life expectancy of trees.
  + The team agrees to proceed with the intended design of adding a color affordance to trees so that intact trees are green, partially destroyed trees are yellow, and trees which are close to being deleted are red.
* Tester wanted the ability to delete specific pieces, rather than just cutting them away.
  + The team agrees to experiment with a specific piece deletion mechanic, but has concerns about its feasibility and its effect on gameplay.
* Tester did not want animations to be overly complex or distracting.
  + The team agrees to minimize the number of moving visual distractions in the environment and character animations.
* Tester cautioned the team to avoid adding more gameplay mechanics. He adamantly stated that it is currently simple and it works well, and just needs polishing.
  + The team agrees to maintain focus on currently implemented mechanics and not add excess features.
* The tester felt that story was unimportant.
  + The team agrees to keep story and narrative work as a low-priority item.
* The tester felt that movement felt good.
  + The team agrees to continue working the bugs out of movement controls, but is pleased on the improvement over last week.
* The tester wanted to scroll around larger levels without moving Kirie.
  + The team agrees to explore options to give the player full knowledge of the stage at one time, but does not feel comfortable committing to a camera scroll mechanic.

# Observational Data

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| Time | Action | Expression | Comment |
| 0:00 | Begins game |  |  |
| 0:15 | Touches to the left of the tap-to-move circle | Sarcastic |  |
| 0:30 | Triggers the “Good job” animation.  Hits flowers and proceeds to next level. | Laughing, wondering | “Oh. Good job!” |
| 0:45 | Swipes directlt along cutting line of tutorial boulder. Makes lots of thin slices, boulder disappears, crosses to flowers, pushing the boulder as he goes. | Confused | “It’s moving and I don’t know why.” |
| 1:00 | Taps tree in third tutorial, tries to cut trunk, taps on other side of gap, cannot cross | Reading instruction | “Completely cutting… like the trunk?”  “Arrgh.” |
| 1:15 | Cuts part of tree | Discovery, happiness | “I see…. Um.”  “That’s more difficult than needed.” |
| 1:30 | Falling leaves hit Kirie on head, can’t fall into gap; wonders about overall origami count | Confused | “How do I know how many origami I’ve collected overall?” |
| 1:45 | Swipes leaves again, creates bridge, crosses to exit |  | “Good job!”  “There’s no indication of how many cuts are too many.” |
| 2:00 | Cuts a bridge across the gap | Confused | “Where’s my achievement?” |
| 2:15 | Cuts two tree tops to make two bridges at the same time | Confused | “That’s broken” |
| 2:30 | Cuts a ramp, cannot climb up | Dancing to the ding sound effects; smirk | “Ding, ding!” |
| 2:45 | Makes various cuts, none successful at solving puzzle | Frustration | “No… go away bar.” (Android navigation bar) |
| 3:00 |  | Frustration |  |
| 3:15 |  |  |  |
| 3:30 | Figures out how to make a ramp | Ah-ha; happy to collect bird | “Yes!” |
| 3:45 | Gets across all the trees |  | “F\*\*\* you, origami birds.” |
| 4:00 | Experiences bug in stage transtions (black screen, must reset stage to fix) | Surprised, frustrated | “The initial load made it fade out.” |
| 4:15 | Tries to cut a small piece off of a ramp, entire ramp disappears and tree respawns |  | “I can’t cut shapes?” |
| 4:30 | Cannot figure out a downward facing ramp cut | Disappointed | “Stupid tree.” |
| 4:45 |  | Frustrated | Humming, “I can’t… Damn it.” |
| 5:00 | Cuts off a piece of tree Kirie stands on, Kirie falls into a pit; reset | Confused | “Ding!” |
| 5:15 | Sound effect plays, continues to new puzzle |  | “Ding!” |
| 5:30 | Restarts | Rubs face, frustrated | “So that one does that one…” |
| 5:45 | Cannot fall off of a small ledge |  | “Why can’t I fall off the edge here?” |
| 6:00 |  | Thinking | “Okay…”  “Stop!” |
| 6:15 | Cuts a tiny slice off of a ramp, falls down and solves puzzle | Positively surprised | “He’s trying to jump!” |
| 6:30 |  |  | “F\*\*\* you, bird.”  “You douchebags.” |
| 6:45 | Males a three piece layered ramp; makes ramp larger by cutting off small slices of the tree at a time | Positively surprised | “That’s not enough… *that’s* enough.” |
| 7:00 | Cuts off a thin slice of tree from the bottom to make a ramp to cross a gap; tree bug appears where a foliage block’s transform resets | Confused | “Before when I cut that much it disappeared. Why not now?” |
| 7:15 | Fails making a bridge, resets level and tree foliage bug disappears | Frustrated | “Why is it I can only cut in one direction?” |
| 7:30 | Does not remember how to cut boulders properly | Confused, surprised | “Oh, a scrolling level…” |
| 7:45 | Sees crane behind boulder | Delighted | “Sneaky! One hidden behind a boulder.” |
| 8:00 | Cannot cut boulder at bottom of the screen due to the appearance of the Android menus | Frustrated | “No. No. No. No. No.”  Raspberry noise |
| 8:15 | End of playtest | End of playtest | End of playtest |