# Overview for Stakeholders

## Smith & Dozer

The user feedback confirmed these features are working as intended:

1. Player controlling character
   1. Tester liked the feel of the controls and thought they were responsive and fun.
   2. Tester liked the art
   3. Testers no longer complained about sliding
2. Player has enemies to fight
   1. Tester liked the design of enemies
   2. Enemies no longer get stuck
   3. Testers thought there were enough enemies to kill
3. Player wants feedback
   1. Tester enjoyed the act of killing enemies
   2. Plenty of feedback for when the player is damaged

The user feedback identified these particular features need iteration:

# Prioritized List of Issues and Action/Non-Action Decisions

## Sprint <4>

## Beta

* We did not come across any actionable issues in our beta playtesting session. Due to the very limited time remaining on this project, we do not feel comfortable making any larger changes to the game and are satisfied with how it is now.
  + For the next milestone, we will focus on documentation and marketing materials.

# Appendix A

## Kleenex Test Observational Data

|  |  |  |  |
| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
| Level 1 | Figured out swap and jump quickly |  |  |
| Level 1 | Tries to kill enemies with smith instead of switching to dozer |  |  |
| Level 2 | Smashing jump repeatedly |  |  |
| Level 2 | Tried to jump to shooting enemy from below and died | Frustrated |  |
| Level 2 | Completed in 1:30 |  |  |
| Level 3 | Starts smashing small dinos instead of shooting them |  |  |
| Level 3 | Didn’t see red gem at top of fall |  |  |
| Level 3 | Still hesitant to use dozer for attacking |  |  |
| Level 4 | Rides dino at midpoint of level 4 |  |  |
| Level 4 | Still smashing jump instead of timing them |  |  |
| Level 4 | Looks for hidden things at the end of level 4 |  |  |
| Level 5 | Struggling to get gems between buildings |  |  |
| Level 5 | Making an effort to kill all enemies and find all gems |  |  |
| Level 5 | Dying at the end run | Frustrated |  |
|  |  | Smile after getting first Kill |  |
|  |  | Satisfied fist bump on level completion |  |
|  |  | dancing to music |  |
|  |  | shift body position to prepare for harder areas |  |
|  |  | looking frustrated after having to restart level 5 |  |
| Menu | Clicked the exit button and closed the game | neutral |  |
| Menu | Stared at the main screen |  | The level select button on the main menu should say start |
| Menu | Staring at the buttons |  | Just level select? |

# Appendix B

## Stakeholders Feedback Notes