# Overview for Stakeholders

## Toypocalypse

The user feedback confirmed these features are working as intended:

1. Player wants to complete a level/Reached the end of the level and win

The user feedback identified these particular features need iteration:

1. Player Controlling Character/Movement of characters being more responsive
2. Player wants enemies to fight

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

## Sprint <1>

## Proof of Concept Gameplay

* We have identified that <this feature> has <this particular issue>.
  + <This is what we are going to do to deal with this issue.>
* We have identified that the input system registers input on button release instead of on button press.
  + We will change the input to react on button presses rather than when the player releases the button.
* We have identified that the player gets stuck on walls when trying to jump up against them.
  + We will be adding two separate colliders with different physics properties for floors and walls. This will make the walls frictionless so players will not be able to get stuck on them anymore.
* We have identified that the level visual theme does not match with the theme of the game.
  + We will be discussing changing either the art theme to more toy oriented or the overall theme of the game away from toys completely.
* We have identified that Smith does not have enough utility in the current level.
  + We will be designing the levels to have more use for Smith’s ranged attack and double jump
* We have identified that the virtual joystick is not responsive enough for player movement
  + We will explore alternate control schemes including using two buttons for left and right and an auto-movement design.

# Appendix A

## Kleenex Test Observational Data

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| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
| 0:00 | Tries swiping and tapping screen, ignored buttons at the bottom | Neutral expression | Nothing |
| 0:05 | Observed the game HUD | Frustrated/Annoyed | “Ugh, virtual joysticks” |
| 0:15 | Attacking when stationary | Confused | “Why am I swinging attacking?” |
| 0:40 | Player attempts to jump while touching the wall | Frustrated | “I am stuck” |
| 0:50 |  | Shaking head | N/A |
| 1:00 | Progressing through the level, jumping off a ledge | Frustrated | “Character is really low on the screen for having to move down” |
| 1:20 | Swapping characters in order to double jump | Irritated/confused | “Uhhh now I’m stuck” |
| 1:55 | Trying to jump up a wall | Irritated | “I have a double jump on one character but I get stuck in the walls with it” |
|  | Interaction of Body parts | Confused | “Why are these body parts moving?” |
| 2:49 | Trying to move and jump | Frustrated | “Ugh! This movement… <expletive>” |
| 2:50 | Collected the goal object | Surprised | “Oh, I won! How?” |
| 3:20 | Trying to climb the wall |  | “I can kinda climb the wall but not really” |
| 3:30 |  |  | “Arrrgh come on! There we go.” |
| 5:23 | Attacking while being stationary | confused | “I can stand still and kill everyone that approaches me” |
| 3:45 | Being hit by an enemy |  | “Oh he is hurting me. He’s pushing me back but there’s no sound so I can’t tell.” |
| 4:15 |  |  | “This is the definition of frustration” |
| 4:25 |  |  | “Turn! Turn! Arggh” |
| 4:45 | Attacking enemies | Neutral | “There’s no score so I don’t see a purpose in killing things” |
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# Appendix B

## Stakeholders Feedback Notes