# 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
2. Player has enemies to fight
   1. Tester liked the design of enemies

The user feedback identified these particular features need iteration:

1. Player wants feedback
   1. Not enough feedback when player is damaged
2. Player wants levels to complete
   1. Tester did not finish the level, gave up in frustration

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

## Sprint <3>

## Alpha

* Instant death when Smith runs into enemies
  + We will add a brief invincibility window after being hit
* Lack of feedback when players are hit
  + We will add a flashing effect when the player is hit
* Playtester identified a point in the level where he couldn’t see what was below him
  + We will avoid leaps of faith in level design and try to correct the current one
* Lack of feedback when earning points
  + We will add a floating number to show the amount of points earned and make the score HUD element flash
* Playtester didn’t think gems had enough purpose and didn’t want to collect them
  + We will add health collectibles, and the regular collectibles will be used to direct the player towards them
  + We will add extra feedback to make the act of collecting more enjoyable
  + However, we believe some players inherently want to collect items in games regardless if they have an immediate gameplay effect so this is not a very high priority item

# Appendix A

## Kleenex Test Observational Data

|  |  |  |  |
| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
| 0:10 | Jumping and swapping, testing buttons |  |  |
| 0:20 |  | A bit confused | Wondered how he attacks |
| 0:12 | Tapping Screen |  | Testing to see what actions he can do |
| 0:30 | Dies by jumping into first dino with Smith, instant death (bug) |  |  |
| 1:00 | Figures out double jump |  |  |
| 1:15 | Shooting door |  | Said he thinks smith should open doors by shooting |
| 0:56 | Killing enemies | excited | “the big guy smashed the dinosaurs” |
| 1:40 | Standing still, possibly looking at art? |  |  |
| 1:45 | Stands at cliff, hesitate |  | Can slightly see something below but is unsure of how to proceed. Thinks the player should be able to see down there before jumping |
| 2:24 | Get killed by ranged enemy | frustrated | “Oh..You lose, that’s sad” |
| 1:30 | Hard time moving and jumping |  |  |
| 2:15 | Dies | Chuckling | “Oh man the death is so cool” |
| 2:45 | Notices first two gems and tries to collect them but gives up |  |  |
| 3:13 | Standing on enemy’s head | Confused | “Not fair” |
| 3:45 | Collects blue gem |  | Blue gem should be a checkpoint before the “wall of death” ahead |
| 4:20 | Fell off the edge, had to restart the game |  |  |
| 3:22 | Killing enemies |  | “I like killing stuff” |
| 5:15 | Tries to jump to the three yellow gems one time, fails and moves on |  |  |
| 5:30 | Dies at the “Wall of death” again |  | “Really frustrating without a checkpoint” |
| 6:20 | Tries jumping to the three gems again, jumps several times along wall before realizing he can’t jump that high |  |  |
| 6:45 |  |  | “Definitely needs some interface work” |
| 6:50 | Runs into an enemy as Smith and dies instantly from 9 health |  |  |
| 7:10 |  |  | Complains about lack of hit feedback and unfair deaths |
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| 0:05 | Observing game aesthetics | Happy, amused | This is cool, I like the retro fonts |
| 0:15 | Attacking | A bit confused | How does he shoot? |
| 0:26 | Shooting with Smith | Slightly amused | Oh cool |
| 0:44 | Smashing enemies | Entertained |  |
| 1:12 | Jumping with Smith | Neutral | Little guy shoots up higher |
| 1:40 | Going through levels | neutral | Is that a flaw in level design? I can’t see the bottom |
| 2:07 | Dying | happy | The death is so cool |
| 2:29 | Collecting gems | thinking | the gem is up there, I should be able to... |
| 2:54 | Standing on enemies’ heads | neutral |  |
| 3:42 | Collecting gems | neutral | that gem should be a checkpoint |
| 4:13 | Falling off the cliff | neutral | ... |
| 4:30 | Dying | disappointed | what the? I should not be able to take only one hit and then die. That’s lame |
| 5:18 | Going through levels | disappointed | Ugh, that’s really frustrating without a checkpoint |
| 5:41 | Collecting gems | neutral | I don’t see a reason for collecting gems |
| 6:41 | Getting hurt | confused | I can get hurt from 9 to 1 instantaneously |
| 7:01 | Getting hurt | confused | No feedback on player hurt |
| 7:23 | Infinite fall | disappointed | That’s not fun |
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# Appendix B

## Stakeholders Feedback Notes