# 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
3. Player wants feedback
   1. Tester enjoyed the act of killing enemies

The user feedback identified these particular features need iteration:

1. Player wants feedback
   1. Not enough feedback when player is damaged
2. Player controls the character
   1. Tester said the character slides in certain points which damages the precision of the controls.
3. Player has enemies to fight
   1. Enemies regularly got stuck and would not change directions when hitting a wall
   2. Tester wanted more enemies to kill

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

## Sprint <3>

## Alpha

* Player physics is not precise enough
  + We will identify the reasons for sliding in certain spots and fix them
* Textures are not completely aligned and are missing in certain areas
  + We will make a pass over every level to ensure that texture seams are not visible and all spots where the player has collision will have a sprite on them, not just black.
* It takes too long to load some scenes
  + Either have a loading screen or find out why is it taking too long to load these scenes and fix it.
* Enemies get stuck when running into walls sometimes
  + We will try to identify why the enemies do not change directions when they hit walls sometimes
* Player can fall off the map if jumping from a high enough distance
  + have a limit for the player vertical velocity so that it doesn’t bypass the collision boxes.
* Player was frustrated with the enemies shooting off screen
  + We will add a max range of when the enemies shoot bullets, so they do not fire until the player is close to them
  + We will also make the player’s bullets have a more limited range so the player cannot kill enemies without seeing them
* Player isn’t sure which buildings are on the foreground and which buildings are on the background
  + Make the background building blend more with the background
* Player was able to shoot enemies through the barriers when standing close to the barriers
  + Either make the barriers wider or make the collision box for the barriers wider
* The spikes aren’t distinctive enough. They don’t look dangerous
  + We will make the spikes look more sharp and predominant
* The player does not always realize they are being hit
  + We will add an extra mechanic to convey when the player receives damage, such as a screen flash.

# Appendix A

## Kleenex Test Observational Data

|  |  |  |  |
| --- | --- | --- | --- |
| Time | Tester/ Game Action | Expressions | Tester Comments |
|  | Hesitated before doing anything |  |  |
|  | Tests swapping |  |  |
|  | Test jumping as smith |  |  |
|  | First enemy was stuck running into a wall |  |  |
|  | Experimenting with jumps a lot |  |  |
|  | Stuck at the door as smith, not trying to run into it as dozer |  |  |
|  | Accidentally locked screen |  |  |
|  | Fell through the floor on level 1 |  |  |
|  | Tried to collect all gems on every level |  |  |
|  | Rode small dinos |  |  |
| 3:04 | Stuck in wall |  | Thats Bad... |
| 6:05 |  |  | Ahh |
| 12:05 | Hit Button again |  | Ugh |
| 12:15 |  |  | Did I do this already? |
| 16:23 |  |  | Oop |
| 20:04 | Finish the game |  | Okay let’s talk about your game... |
| 0:20 | Try buttons |  | emmm... |
| 0:48 | Die |  | oh. |
| 1:14 | Still not going forward |  |  |
| 2:08 | Trying to get on the first elevation |  |  |
| 3:06 | Glitch Found |  |  |
| 6:09 | Keep getting into Level5 |  |  |
| 8:28 | Struggling with jumping on platforms in level 4 |  |  |
| 11:50 | Missed one gem |  | “Miss one!” |
| 0:10 | Tried tapping the image for level select | neutral |  |
| 0:48 | Lost by falling to the pit | neutral |  |
| 3:01 | Fell off the map (collision bypassed) | neutral |  |
| 4:15 | Player kept missing platforms | neutral |  |
| 4:30 | trying to break doors with Smith | neutral |  |
| 5:00 | player took damage with spikes | confused, wasn’t sure what was happening |  |
| 5:13 | Kept trying to break doors with Smith | neutral |  |
| 6:20 | Repetitive tapping when choosing levels | confused/frustrated |  |
| 7:52 | Fell off and die 3 times from the same building platforms | neutral |  |
| 10:00 | Big melee enemies get stuck in walls occasionally | neutral |  |
| 12:31 | Player suspected that there is a way to wall jump | neutral |  |
| 13:38 | Player kept missing building tops | frustrated |  |
| 16:00 | Player wasn’t sure which buildings are on the foreground and on the background | confused |  |
| 18:00 | Player kept dying when attempting to jump platforms on level 5 | frustrated |  |
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# Appendix B

## Stakeholders Feedback Notes