

CS 91S: Games Systems

Assignment 9: Play Testing Reflection

DUE April 28th at 11:59 PM

During the Sunday 4/23 retro game event at 3PM, FMST students will play your remake or demake.

Please bring your gamepads and laptops to the event.

Responding to their feedback, comment on the following changes you might make to your game, including the level of expected difficulty in making those modifications:

1. Graphics: sprites (foreground & background), color palettes, animation, size and proportion;
2. Controls: would an alternate input scheme make more sense?
3. Experience: did the sound, welcome screen, or game over screens add to the experience?
4. Playability: how easy was it for a new user to pick up and play your game? Was anything distracting?
5. What other modifications might you make?

1 Potential Feedback from FMST students

1. What parts of the original game were best captured?
2. What was left out?
3. Was the game too hard or too easy?
4. What was most fun about the game?
5. Did you find a strategy that worked well?
6. What do you wish you could do in the game (but could not)?
7. What other improvements might you suggest?