Assignment 9: Demake Play Testing

DUE December 5th at 9:55 AM

1 Players (names: _____)

Write a few sentences as a play-tester and poster-viewer; things to consider:

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

6. How well did the poster present the project? Any suggestions for edits?

2 Developers (names: _____)

Write a few sentences on the feedback you received; what might you change about your game?

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?