John Aromando

OcuMaze Playtesting

Tester 1

Notes

* No questions
* Laughing and seemingly enjoying it
* Difficulty is on par for what I imagined

Answers

* Q: Rate the difficulty of the game. A: I would rate it 8.
* Q: What mechanics stand out to you? A: I like how it makes you think and uses reflexes. It tests you in many ways.
* Q: Anything you would like to see added? A: Polishing the game and adding in sound will definitely make a huge difference to the game. Fixing the colliding issue you were telling me about will make things better as well.
* Q: Anything you would like to see removed? A: Overall no, but the moving platforms need to be changed so moving around on them is better.
* Q: What aspect what the hardest to overcome? A: Getting by the moving blocks.

Tester 2

Notes

* No questions
* Good pace
* The time is what I expected it to be for him to get through it
* Only a few times getting stuck

Answers

* Q: Rate the difficulty of the game. A: 7.
* Q: What mechanics stand out to you? A: I have to agree with Wayne’s answer, I like how it tests your reflexes and your brain.
* Q: Anything you would like to see added? A: More of the same mechanics and sound.
* Q: Anything you would like to see removed? A: The moving platforms are annoying at the beginning. They need to be removed or changed. Also, the rolling ball needs to have more effect.
* Q: What aspect what the hardest to overcome? A: Figuring out the true purpose of the rolling ball.

Playtesting my game confirmed a lot of my suspicions. The difficulty and length of the game is what I wanted at this point. It is also interesting to know which mechanics the playtesters are most challenged by. It gives you incite on what to do more of. I also found it interesting the commented on it challenging reflexes and the brain. The sound has yet to be incorporated so it is mostly a puzzle game at this point. I plan to polish the game and implement some tweaks to improve game play for the final and add in the sound.