Playtest 1:

Q/A:

1. How did the movement feel? Describe any parts that felt smooth or frustrating
   a. Movement felt very smooth. doesn't look like it needs improvement. only thing that could be changed is the speed of the moving platform during the water section.
   b. Felt Smooth
   c. The movement felt very smooth when playing
   d. It felt good. A little unsure about the jump height, is the height dependent on how long you hold down space
2. How did the dash mechanic feel to use? Was it satisfying, confusing, or something else?
   a. Dash mechanic feels very satisfying and looks like it could be made useful for a lot of different situations. it adds a lot to the gameplay.
   b. Felt satisfying, glad I could do it while jumping
   c. The dash mechanic felt fine but with how short the level was, I would recommend slowing speeds down.
   d. The dash felt a little unintuitive with how far it went, it took me a couple tries to get through the tree
3. How well did the portal dash mechanic work for you? Did it behave how you expected, or were there moments where it felt unpredictable?
   a. Portal dash mechanic worked well. wasn't able to encounter any problems with it.
   b. The portal worked exactly as I expected.
   c. The distance was predictable once I figured out the distance. Maybe a section where you have to manipulate the distance of your dash
4. How challenging was the level? What parts felt too easy or too difficult?
   a. Level wasn't very challenging, though that's somewhat to be expected since this is only the tutorial level for the game. future levels should try to incorporate new challenges to their level layout
   b. The level was pretty easy and easy. The platforming challenges were simple enough to understand without the text. Making dangerous obstacles and moving obstacles certain colors made the level easy to understand too.
   c. The level was a little too easy for me, and I didn't really have much issue navigating once I knew the controls.
   d. It was pretty easy, but the platform not being near the edge for me to jump on over the water
5. Did you ever feel lost or unsure of what to do next? If so, what caused that confusion?
   a. I never felt lost or confused during my playthrough. all the instructions were very clear and easy to follow.
   b. No, there was always a decent amount of text to provide direction. I would have been fine without some of the text too.
   c. The only part I felt unsure about was the water section as the platform took a while to get onto the screen.
   d. It being so linear made it pretty hard to get lost. It almost felt too linear

6. Describe your experience with the platforming challenges. Were they fun, frustrating, or in need of improvement?
    a. I think the platforming challenges were fun, but I think later down the line the newer levels can introduce new layouts for the levels that can incorporate newer challenges for the player.
    b. They were very fun, definitely a great start. Implementing portals should make them extra interesting.
    c. The platforming challenges felt a little basic, and I would recommend having them move around or have enemies that run across the screen as you platform. Also, I would recommend the camera moving ahead of the player because there were times I couldn't see a platform that was a level below me.
    d. The water one was pretty good, but the other ones felt kind of barebones
7. How clear and helpful was the UI? Were there any elements that were hard to read or understand?
    a. UI was very clear though I feel like the icon for the health bars blend into each other a little too much and makes it a little hard to see exactly. I'd probably recommend adding a black outline to the bread sprites just to make it more clear what's going on
    b. The UI was helpful and easy to understand. I feel like the game could do with a little less text, however. The movement controls instructions were great, but I feel like explaining the moving platforms maybe wasn't necessary. It depends on who your player base will be though.
    c. The UI was perfectly clear with how many lives I had, and what each button does.
    d. The UI was alright although I would love to have dash cooldown meter
8. How easy was it to tell where you would exit after dashing through a portal? If it wasn't clear, what would help improve it?
    a. It was very easy to tell where the player was going with the dashing mechanic. Only thing I would really change is the speed at which the teleportation happens after the dash.
    b. There were no portals, but it was easy to interpret the distance of the dash. I think the width of the tree helped gauge it
    c. It was very easy to tell where I would exit as the purple line gave a good indicator.
    d. It would be nice if the dash was a charge that shows you the distance you would go
9. What was your favorite part of the level, and why?
    a. favorite part of the level was playing through the water section with the moving platform. I think there's a lot you can do with that level layout.
    b. I enjoyed the animations and the dash. They looked great and worked well.
    c. My favorite part of the level was the website, because it is designed so well and I didn't expect being able to interact with the duck itself.
    d. The water section, an actual threat made it more fun

10. What is one thing you would change or improve?
   a. I would try to add more opportunities for using the dash mechanic in the game moving forward
   b. I think this is a great starting point. Would love to know how portals are going to be incorporated.
   c. I would want to see some enemies to bring in some challenge to the platforming sections.
   d. I would change the water to something else, ducks can swim.

Summary of Playtest 1:

Movement & Platforming

Overall, players found the movement to be smooth and responsive, with only minor concerns regarding the speed of the moving platform in the water section and potential tweaks to jump height. The platforming challenges were enjoyable but seen as somewhat basic, with suggestions to introduce more complexity in future levels, such as moving obstacles or enemies.

Dash & Portal Mechanics

The dash mechanic was well-received as satisfying and useful, though some players felt it moved too far and needed adjustment. The portal dash functioned as expected, but players suggested potential improvements like better visual indicators for predicting distance or a charge mechanic to show the intended path.

Level Difficulty & Design

Most players found the level relatively easy, which was understandable given it was a tutorial. While the guidance was clear, a few players mentioned that the linearity made it almost too simple. The water section stood out as the most engaging due to its moving platform and potential for added difficulty.

User Interface & Clarity

The UI was generally clear and effective, but there were minor readability concerns, particularly with the health bar blending too much. Some players also suggested reducing text-based instructions and adding a visual indicator for the dash cooldown.

Favorite Aspects & Suggested Improvements

The water section was a standout favorite, as it introduced an actual challenge compared to the rest of the level. Other highlights included the dash mechanic, animations, and the overall polish of the game. Key improvement suggestions included adding enemies to increase challenge, incorporating more complex platforming elements, and refining the dash mechanic for better control.

Next Steps

1. **Enhance Platforming Challenges** – Introduce moving obstacles, enemies, and varied level layouts to increase engagement.

2. **Refine Dash Mechanic** – Adjust the dash distance for better control and consider adding a charge indicator for clarity.

3. **Improve UI Elements** – Outline the health bar for better visibility and include a dash cooldown meter.

4. **Increase Level Complexity** – While keeping the tutorial simple, future levels should gradually introduce more difficulty and strategic use of mechanics.

5. **Adjust Moving Platform Timing** – Ensure players don't have to wait too long for moving platforms, particularly in the water section.

Playtest 2

Q/A

1. How did the new level feel in terms of challenge and flow? (Rate 1-5)
   a. 3
2. What parts stood out, good or bad?
   a. The flow between sections was flawless but I felt that the game was still very easy with the obstacles not giving much challenge and the purple goo not affecting the player.
3. Was important information in the UI like health easy to understand? (Rate 1-5)
   a. 5
4. What could be improved?
   a. I believe maybe you could have a bar in the UI for the dash to show when it's available for usage and perhaps make a 3 second delay so we can't spam it.
5. What was the best part of the game? What needs the most improvement?
   a. The best part of the game was the red section of the level as it mixed in platforming and dashing. I would look to add more difficulty to the game, specifically in the obstacle section. Also, once you guys fix the other obstacles doing damage, I think it will provide more difficulty at the end.

Summary of Playtest 2

Challenge & Flow

The level was rated a 3 out of 5 in terms of challenge and flow. Players praised the seamless transition between sections, noting the pacing felt natural and smooth. However, the level was still considered too easy overall. Obstacles, particularly the purple goo, lacked impact due to not affecting the player.

UI & Clarity

The UI received a 5 out of 5 for clarity. Players found important elements like health to be easy to understand. A recommended addition was a dash cooldown bar in the UI, both for clarity and to prevent spamming. A 3-second cooldown was suggested to encourage more thoughtful use of the mechanic.

Highlights & Areas for Improvement

The red section of the level was highlighted as the strongest part, players liked its effective blend of platforming and dashing. It was seen as a good example of where the gameplay shines when multiple mechanics are combined.

To improve the game, players suggested:

- Increasing obstacle difficulty, especially in later parts of the level.

- Fixing hazard behavior (like the goo not dealing damage).

- Adding visual or gameplay feedback to better telegraph when dashes are available.