

# 2d Level Design Unity3d 2d Gamekit

## SCREENSHOTS OF 2D GAMEKIT LEVEL IN ACTION









## PLAY-TEST JOURNALS

- **Participant #1:**

João Paulo Cinquetti Possibon

- **Date:**

July 31st, 2022

- **What Was Done Well?**

According to our participant, he found himself very comfortable playing the game because he is used to play platform games since he was a child, therefore, nothing was extremely out of place or felt wrong for him. Indeed, the participant was quite impressed by how polished the prototype was.

- **What Was Done Poorly?**

In his case, he did not seem to have major problems through the gameplay, but the lack of context so he could understand why he is doing what he is doing with the character is something I noticed he missed: the lack of background story as well as a better explanation of the game could have been made him more interested about what was being shown on screen.

- **Improvement Suggestions**

Add a story so the game makes more sense.

- **Participant's Comments**

- "The gameplay is nice, the character moves fast"
- "Who's the character?"
- "What's the story about?"
- "Do these statues have some meaning?"
- "What is this portal at the end of the game?"

- **Participant #2:**

Daniela Aristizabal Zuluaga

- **Date:**

July 31st, 2022

- **What Was Done Well?**

Daniela really liked the visual aspect of the game and especially because it was a female character as protagonist, something she commented she does not see very often. Apart from that, she felt quite comfortable primarily with the fact she only had to use the jump and moving buttons in order not to get so confused having to learn all actions at once.

- **What Was Done Poorly?**

She has had a lot difficulties to get through the first platforms, having to repeat the beginning of the game several times.

- **Improvement Suggestions**

To make the game easier.

- **Participant's Comments**

- "I like that I'm controlling a girl rather than a guy with muscles and full of guns"
- "Sh\*\*, why can't I jump properly?"
- "This game is nice but I think it's too difficult for me"

- **Participant #3:**

Willian Natel

- **Date:**

July 31st, 2022

- **What Was Done Well?**

The participant easily understood the game is mostly about jumping platforms. Since the enemies and commands to attack were only necessary a bit further in the game, he felt very positively surprised about adding new functionalities. I noticed this helped him to stay focused rather than bored after a while.

- **What Was Done Poorly?**

Willian, such as Daniela, has had a difficult time getting through the first part of the game. Besides, he felt confused about the fact the character would fall into a hole through eternity, not having signs of losing life or “game over” screen for missing jumps.

- **Improvement Suggestions**

To make the platforms bigger so he could get through the first part and get used to the game before facing more challenging scenarios.

- **Participant’s Comments**

- “I think the blocks are too thin... It’s difficult to get it right”
- “This game reminds me Mario and other games I played in my childhood”
- “Ooh.. do we have power? Cool, how can I kill them?”

- **Participant #4:**

Renato de Oliveira Costa

- **Date:**

July 31st, 2022

- **What Was Done Well?**

Renato went through the game quicker than the other participants, he felt very familiar right from beginning and the difficulty for him was just right as he confessed he hates playing easy games. He really admired the level design, the fact that you have two levels, one at the bottom and another that takes you closer to sky as you progress. This transition from one level to another was something the participant gave a lot of compliments.

- **What Was Done Poorly?**

Renato did not get it why he would miss a jump and there would neither be any “game over” screen nor an indication that the life has been deducted. Another factor that annoyed the participant is that the game did not present any checkpoint, so he always had to start over from the beginning after every death.

- **Improvement Suggestions**

Have a check point and some consequence for missing jumps.

- **Participant's Comments**

- “What happened? [after missing a jump]. Did I lose?”
- “I wish there was a checkpoint so the game does not take me to start all over again every time”
- “The progression is awesome... taking me from ground to a higher level, very well thought”



## **EFFECTIVE WRITTEN REVISION PLAN FOR 2.0**

Although it was not unanimous, I would definitely adjust the game difficulty - especially in the beginning of the game.

The pillars placed were smaller than they should be. Not every player will instantly feel comfortable to jump on them. Many jumps were missed and this is due to the fact the participants did not have any information from the game learned or internalised.

They had first to understand how the jump works so that they would be able and more skilled at jumping platforms. I would definitely do something to “help” them getting used to the jump, similar to what game tutorials do these days.

Statues could be also used more to indicate direction for players to advance in the game, as the platforms have many “levels” and indirect paths to recover from a not successful jump without throwing them in the hole.

Talking about jumps and holes, I am definitely adding a game over screen or punishing the player somehow; I thought about adding more spines in the scenario, not only to help balance the difficulty but also serving as a tool not to have infinite holes.

Having spikes on the ground would make the player conscious about what is expecting them after missing a jump and therefore, this would also take the character’s life without going directly to game over screen. A good way to give players second chances before Ellen’s life is consumed .

**Gabriel de Oliveira Costa**