



Kleenex Report

Wesome Works

Sprint 4 - Alpha

11/15/2014 - 11/25/2014

Position Title	Name	Signature
Producer	Matt Worrell	<i>Matt Worrell</i>
Assistant Lead/Level Designer	Jorge	<i>Jorge</i>
Level Designer	Renan	<i>Renan</i>
Level Designer	Colton	<i>Colton</i>
Artist	Baron	<i>BARON (S) Capers</i>
Artist	Taylor	<i>Taylor</i>

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Alpha Kleenex Report

Heart of the Incendium

Team Members: Matt Worrell, Jorge, Renan, Taylor, Baron, Colton

11/25/2014

Professor Eiserloh

Overview of Kleenex Tester Reactions and Comments

- The tester had a critical reaction. He enjoyed some parts of the game, but he pointed out there were many things to tweak.
- There were parts where the tester thought he could reach some places with just one jump, but he was not able to. The path was not clear to him in some areas.
- The tester mentioned that there was not a good point of reference for him in the stage to be able to tell where he would jump.
- The enemies and platform's paths seemed arbitrary to him.
- The tester thought there was not a feeling of progression.
- The tester didn't understand the grading system.
- The tester thought the gems and coins did not have a purpose, so he stopped collecting them.

List of Recommendations from Kleenex Tester and Team Action

- The tester suggested we improve the jumping mechanics by adding momentum to the character, reducing the control of the character in the air and increasing gravity. He felt that a good jump would considerably improve the game experience. The tester also suggested that we add more dead space in the control stick, so that Syberia does not start moving immediately.
 - The team agrees with the tester and will dedicate one team member to fix Syberia's controls.
- The tester suggested that we add a parallax effect to the camera as well as camera lag. That would help with the "point of reference" issue.
 - The team will add a parallax effect to the camera as well as camera lag, so that it is easier to locate the character in the screen. The team will add more points of reference where there is none, such as floors or walls.
- The tester suggested showing the intro screen for more time. He also suggested displaying the intro screen progressively, so that the player has time to understand Syberia's motivation to enter the castle.
 - The team agrees to include these changes and find a way to communicate the story of the game more clearly. The team will improve the intro screen, and try to communicate things also through the level backgrounds.
- The tester suggested putting something in the background to show the platforms' paths, or slowing the platforms down when they are close to the end of their path.
 - The team agrees with the recommendation and will address the problem and find the best possible solution for it.

- The tester mentioned that there was not enough motivation to collect the coins and jewels. He suggested adding some in game feedback to the player when collecting them. The tester recommended adding more information to the level to level screen, so that the meanings of the grades are clearer to the players.
 - The team will have a meeting to decide how to approach the collectible issues. The team will make additions to the level to level screen so that the meaning of the grades is clearer.
- The tester mentioned there was a collision problem with the spikes. The spikes hurt the player even when they should not be hurting him.
 - The team will reduce the size of the spikes' collision box.
- The tester suggested adding something to the levels so that they feel distinct. He said a different backgrounds or floor tiles would be enough to have a feeling of progression.
 - The team will add different backgrounds for each level, so that the player can differentiate between them.
- The tester suggested adding a refreeze mechanic, so that the player can refreeze an enemy when it is about to unfreeze.
 - The team will add a refreezing mechanic, since it was one of the elements considered for Alpha.

Appendix: Detailed timeline of Kleenex Testers Reactions and Comments while Playing Game

Time	Action	Expression	Comments
0:00	Runs, jumps, shoots		
0:30	Begins moving forward, collecting coings, collects first jewel	Concentrated	
1:00	Does not freeze first Hotfeet	Same serious face, adjusts glasses	
1:30	Dies on second Hotfeet. Continues trying to make jump without freezing Hotfeet	hmm	
2:00	Freezes hotfeet	kind of smiling but not really, same face	

2:30	Freezes Drake, waits to see when it unfreezes. Collects jewel, beats tutorial. Moves faster through level 1	Wondering look	
3:00	Makes way up the vertical section, falls. Freezes Drake too soon.	same serious face	
3:30	Tries to jump through platform	same	
4:00	Waits for Drake to unfreeze, runs into Drake bug	same, made an effort?	<i>zzzzZZZ</i>
4:30	Dies on Hotfeet. Sees if able to jump through Drake platforms	interested look	
5:00		sad, or maybe concentrated	
5:30	Jumps through platform section, freezes Hotfeet at the same time he gets hurt	thinking a lot	
6:00	Dies again. Shoots twice to make sure he freezes Drake	looks around the screen. frustrated? Like "hmpf" (he died)	
6:30	Misses freezing Drake twice (different Drake than above).	thinking	

7:00	Checks range of ice shard.	thinking hard, maybe struggling	
7:30	Dies again on spikes.	sad, he died	
8:00	Waits for Drake to fly back up to freeze again. Does this twice.	same face	
8:30	Shoots Hotfeet over spikes, too far away to jump to. Freezes Drake. I think the Drake bug happened again? I couldn't tell.	same face	
9:00	Wedges himself between Drake platform and ceiling	wondering face (what is this?), concentrated, he is about to do something important	No!/ Ah!/ Oh!
9:30	Dies again in between Drake and Hotfeet	oh! Smiled. Ooooh! smiled, he died. Smiling, "that sucks"	Ohhhh..? That sucks
10:00		he is a bit happier now.	
10:30	Moves faster through this section now	very concentrated	
11:00	Freezes Hotfeet, waits until Drake is in a better position. Skipping jewel. Freezes Drake too high again	looking around the screen	

11:30	Is hit by Drake while standing on top of frozen Hotfeet.	seems to be a bit frustrated or preparing for something	
12:00	Freezes Drake on left, not right. Too high for him to jump to. Makes the jump	concentrated	
12:30	Falls, dies again. Has learned the timing for the Drakes in the lower sections	happy...and he died	
13:00		concentrated	
13:30	Shoots Hotfeet while jumping. Freezes Drake too high again, can't fit between platform and ceiling.	concentrated, not doing much	
14:00	Tries shooting Drake on the right.	concentrated	
14:30	Makes it farther up, but can't jump to standard platform from frozen Drake.		
15:00	Tries to reach standard platform from right Drake, falls. Dies again.		
16:00	Colton takes controller to get past this section.	colton takes over	
17:00	Taylor moves him past the difficult section.		
18:00	Prof Luna takes controller back		

18:30	Makes it up vertical section faster. Falls to lower platform, but not as far as last time.	concentrated	
19:00	Having trouble getting up to door, can't freeze Drake in right spot, it's too high	concentrated	
19:30	Hesitating at door, tries going to the left to the path to get to the switch, falls into lava, dies	looks close at the screen, trying to figure out something	
20:00	Hesitating at door again	a bit confused	
20:30	Trips into lava and dies.	wondering	
21:00	Waiting in spikes to check how quickly he gets hurt	same face	
21:30	Freezes Drake too low again.	same face	
22:00	At path to get to switch, watching pattern of Drakes.	semi happy or frustrated	
22:30	Almost falls into lava again but recovers.	interested / concentrated look	
23:00	Drake bugs out	frustrated, died	Damn it! Lost camera.
24:00	Misses jump before switch, falls into lava.		

24:30	Skipping to Level 2	concentrated	
25:00	Freezes Drake too high, makes it to platform and first checkpoint	same face, start second level	
25:30	Falls from the chain Drake freezing section, lands on ground but hits Hotfeet and dies	same face	
26:00	Reaches small platform, collects jewel. Hits next checkpoint	same face	
26:30	Waiting for Drake to get closer, reaches higher section. Lands on platform on first try	seems slightly excited	
27:00	Still hesitating by door. He hit the switch but it unfroze, figured out door	concentrated/normal	

