

Testing Doc

Jim Kim, Thomas Schaffner, Matt Long, Chris Shultz

Since it is a digital game that does not translate well into a playable paper game, we created sketches for levels rather than making a full playable paper prototype.

We had specific goals for each of the levels/stages, including tutorial levels. The levels were sketched, and the player character's possible paths were sketched, and whether or not the players will have achieved the goal by the end of the level.

For example, our goal for the first level was to introduce basic movements to the player and introduce the existence of the 'sticky' mechanic. For each level going forward, bite size learning goals were set, and the levels were drawn bit by bit, constantly imagining what the player would feel and learn playing the level.

Possible points for dialogues and interaction with other players were also included in the prototypes. The iterative level designing process refined what kind of mechanics should be applied to the levels, and also spawned new inspirations such as including collectible coins in the levels that players don't ever get to collect because AI characters always get to them faster.