Vertical Slice Kleenex Report

Position Title	Name	Signature
Assistant Producer	Ben Roye	
Artist	Micaela Holmes	
Programmer	Kyle Wickert	
Level Designer	Austin House	
Level Designer	Cole Franklin	

Vertical Slice Kleenex Report

Raging Sushi: Enter the Roll
Assistant Producer: Ben Roye
Level Designer: Cole Franklin
Level Designer: Austin House
Artist: Micaela Holmes
Programmer: Kyle Wickert

11/9/2012
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Overview of Kleenex Tester Reactions and Comments in order of Priority/Severity

1. Tester feels that if he is forced to defeat a wave of enemies before continuing, he must be shown why he can't progress further through the use of a gate
2. Tester feels that the egg rolls are a cool mechanic and should be used in more places than just at the bottom of the screen
3. Tester did not think intuitively to break open the fortune cookie to find the katana

List of Recommendations from Kleenex Tester and Team Action

- ☐ Tester feels that if he is forced to defeat a wave of enemies before continuing, he must be shown why he can't progress further through the use of a gate
  - ✓ Resolution: The team works to create a gate art asset and programming script to physically block the player from moving forward in the level until they defeat a wave of enemies
- ☐ Tester feels that the egg rolls are a cool mechanic and should be used in more places than just at the bottom of the screen
  - ✓ Resolution: The level designers work to implement the egg roll more extensively in other levels for Alpha
- ☐ Tester did not think intuitively to break open the fortune cookie to find the katana
  - ☒ Resolution: The team feels that the fortune cookie is placed in the level well and the tester should have known intuitively to break open the cookie

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

Time:	Comments:
10 secs	"Hit A to begin?" Tester is on the controls screen.
20 secs	"No, automatically goes to next screen."
30 secs	Tester did not have enough time to read the controls screen
36 secs	Tester demonstrates he does not know the controls
53 secs	He figured out how to attack and kill the California Roll enemy
59 secs	"Those are sushis."
1 min 12 secs	Tester sees the +5 combat text and expresses that he doesn't know what the +5 means
1 min 30 secs	Tester defeated the second wave of enemies
1 min 50 secs	Tester notes that there should be a color change for the edge of the table-top counter so that the player can easily distinguish between playable and non-playable space
2 min 20 secs	The player encountered the chef hand
2 min 40 secs	The tester ran into the knife asset intentionally multiple times to demonstrate that the knife doesn't hurt the player
3 min	Tester confused at the color swap when he becomes injured. He thinks mistakenly that the player and the enemy have the same color swaps for taking damage.
3 min 32 secs	Tester encounters the chopstick bridge
4 min	Player learned how to dodge roll
4 min 27 secs	Tester notices that he turns teal when hurt instead of the enemies turning red when hurt

Time	Description
4 min 36 secs	Tester encounters the second wave and chef hand combo
5 min 44 secs	Tester died for the third time and respawned a significant distance back in the level
6 min 8 secs	Tester notes that there is no visual to tell him that he cannot advance until the wave has been defeated. He mentions it would be easy to implement some kind of gate
7 min 12 secs	Player finally found the katana weapon in the fortune cookie
7 min 53 secs	Player easily defeated the wave that he previously died to 3 times
8 min 30 secs	Tester really wants to jump