

### 15-Second Unity Game Clear Box Testing

Test Section / Tester	Expected Result	Actual Result	Improvements
Playtest 1 Matthew	Expecting issues as this is the first playtest.	Confused about ending explosion. Did not see the timer fuse. Did not use the wrap around movement. Found a bug when restarting too quickly after the first attempt. Likes the movement, and previous attempt fireworks.	Add a timer. Make the fuse bigger, maybe change the fuses colour for definition purposes. Define the wrap around movement. Fix restarting bug.
Playtest 1 Jiming	Expecting issues as this is the first playtest.	Did not see the timer fuse. Did not use the wrap around movement. Lack of objective, game could have unlockable elements. Wants the firework to go faster.	Make the fuse bigger, maybe change the fuses colour for definition purposes. Define the wrap around movement. Add an objective. Maybe add unlockable elements in a future build. Increase the default speed of the firework.
Playtest 1 Yihao	Expecting issues as this is the first playtest.	Did not use the wrap around movement. Liked the previous attempt fireworks.	Define wrap around movement.
Playtest 1 Sanidhya	Expecting issues as this is the first playtest.	Confused about ending explosion. Liked previous attempt fireworks.	Add a timer.
Playtest 1 Xinyi	Expecting issues as this is the first playtest.	Liked the previous attempt fireworks. Wants the firework to go faster.	Increase the default firework speed.
Playtest 1 Krushanu	Expecting issues as this is the first playtest.	Likes the replay ability of the game. Feels like the game needs a conclusive ending. The grow pickup should be better represented by growing the firework. The colour pickup should be better represented by changing the colour of the firework. Should	Add an ending to the game if there is time if not, add an ending in a future build. Make the grow pickup grow the firework to represent how big the explosion will be. Make the colour pickup change the colour of the firework to represent what colour the explosion

		have a firework launch animation.	will be. Add a firework launch animation if there is time, if not, add this in a future build.
Playtest 1 Joy	Expecting issues as this is the first playtest.	Confused about ending explosion. The game should have timer.	Add a timer.
Playtest 2 Michael	Growing and colour changing should be better represented.	Liked previous attempt fireworks. Liked the firework growing mechanic but advised that I should be cautious about potential collision issues. Feels like stars should always spawn in the line. Likes the colour change mechanic of the firework. Enjoys the replay ability of the game.	Consider making the spawning of the star more common.
Playtest 3 Zhan	The fuse should be more visible, the firework should now be faster by default.	Found a pickup spawning bug. Doesn't see the point of the new boost mechanic. Had to be told about the wrap around movement. Game lacks an objective. Colour changing feels pointless. Suggests a magnet pickup. A timer should be present with a fuse filling the right side of the screen, going down as the timer goes down. Speedup should speed the player up both horizontally, and vertically.	Fix spawning bug. Remove the boost mechanic. Define wrap around movement. Add an objective. Implement a magnet pickup if there is time, if not, add this in a future build. Implement a timer via a fuse on the right side of the screen. Increase the speed of the firework both horizontally and vertically when the player picks up the speed pickup.
Playtest 4 David	No spawning bugs. No boost mechanic. Speed should feel more fluent.	Confused by firework explosion. Can tell that it is a firework. More explosions when collecting colours. Change to 15 seconds.	Add a timer. Add multiple fireworks. Change timer to 15 seconds, maybe decrease music speed to match this. Rework

		<p>Start at a high speed, decrease over time, boost increases the number temporarily.</p>	<p>speed mechanics so it's constantly going down but can be increased with a boost.</p>
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