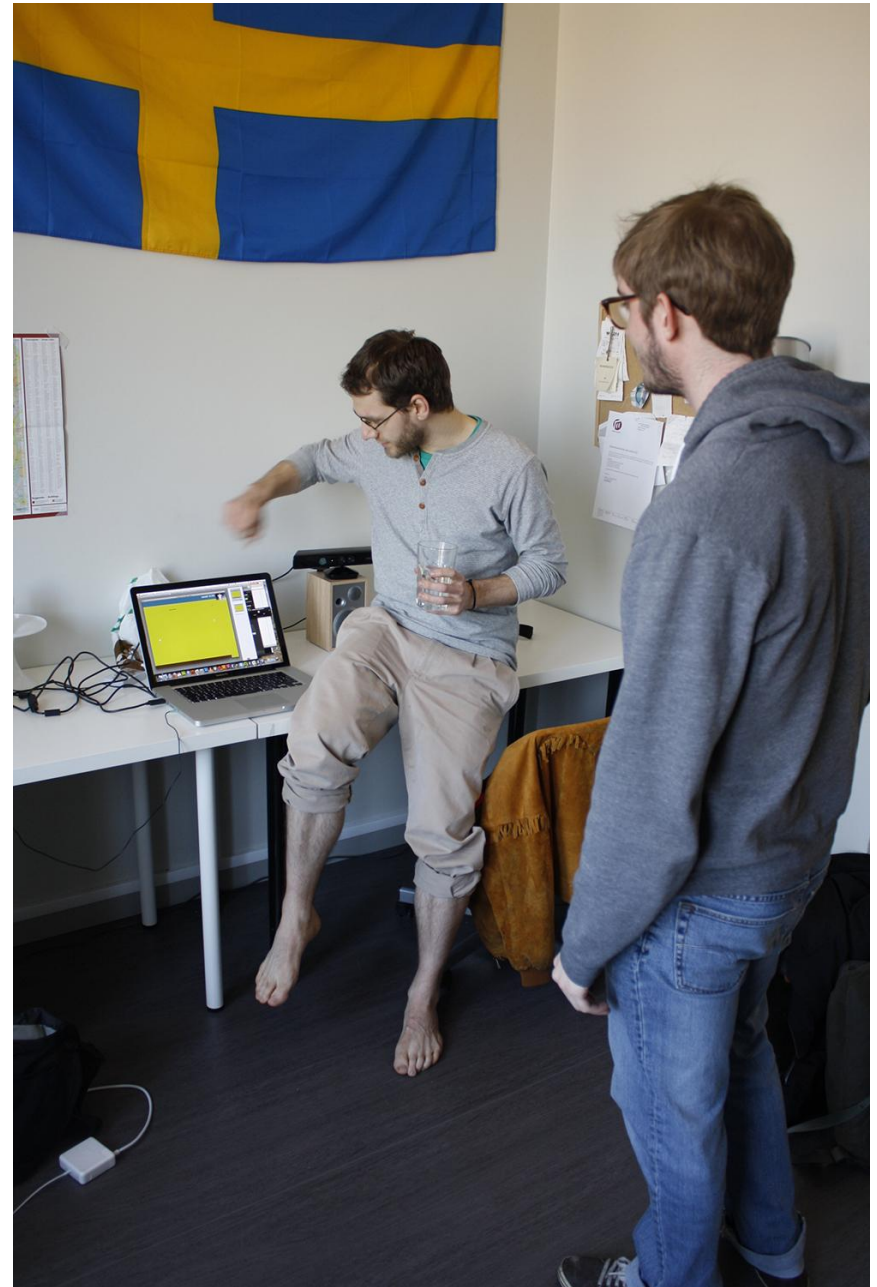


# **cacophonia**

playtesting  
group e

# h o w

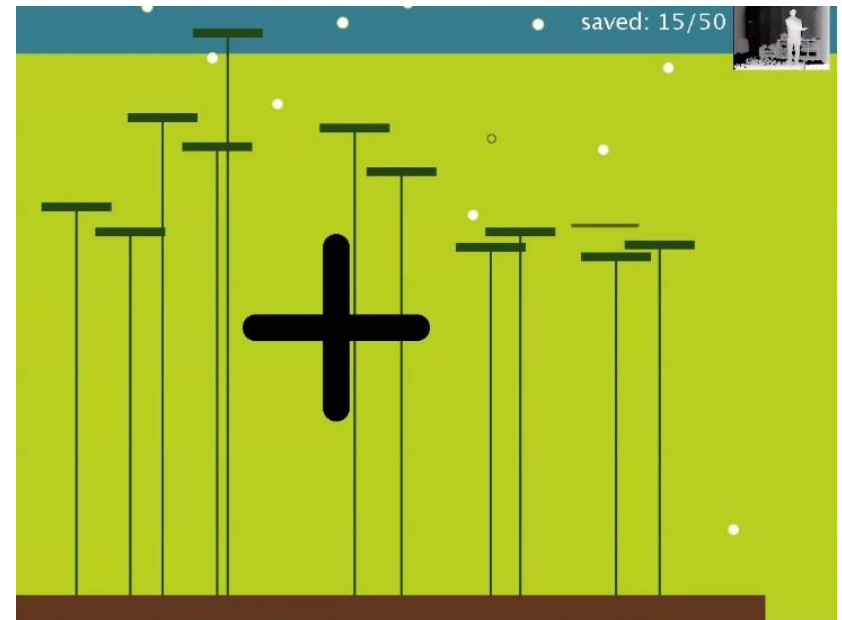
- 3 testers
- 2 levels
- Rönnen International
- Screencapture



# what

Simple graphics and  
minimal sound to try out:

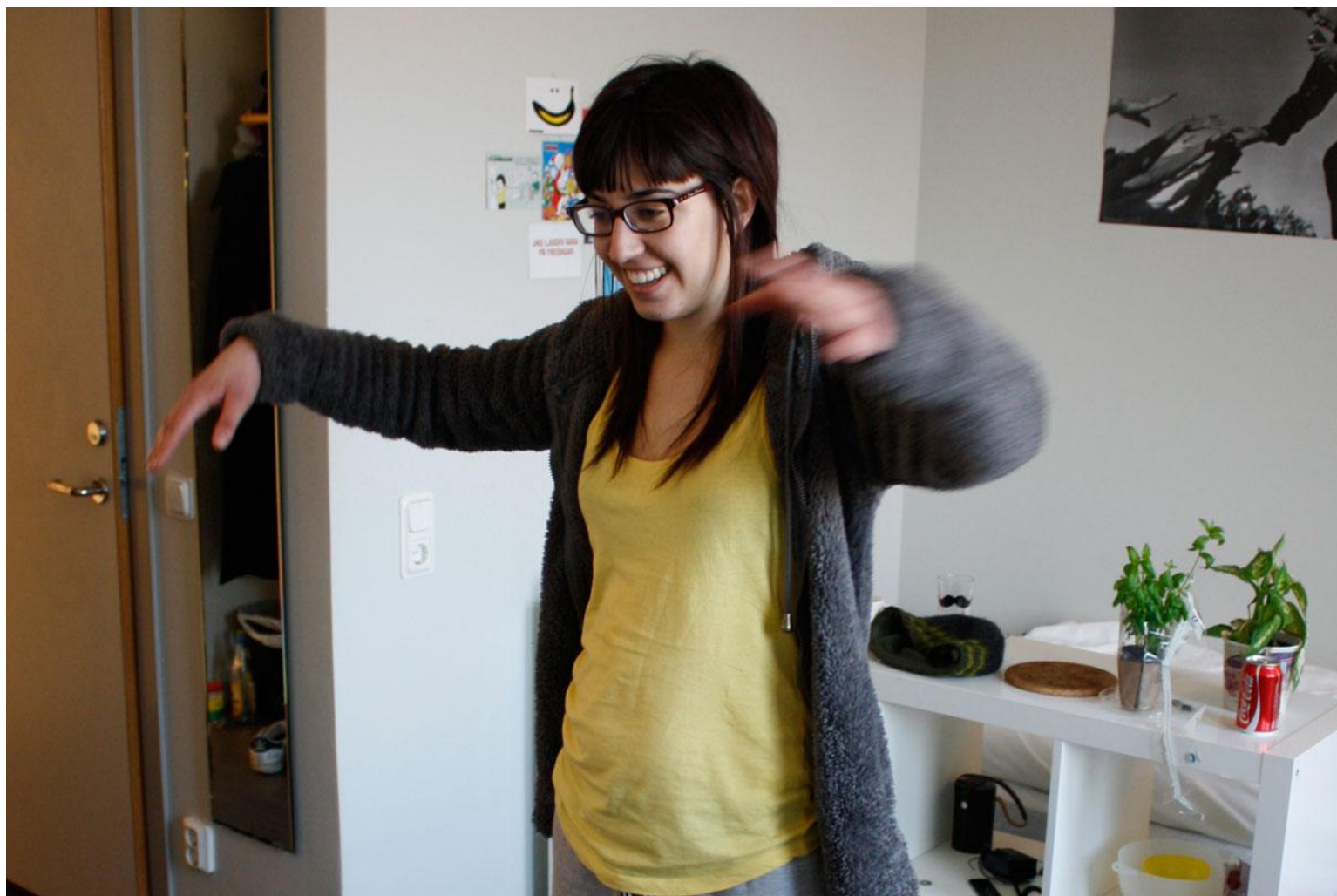
- Basic game idea
- Interaction



# 1. Maxime



## 2. Ainhoa





## 2. Ainhoa



# 3. Kevin



# 3. Kevin





# o u t c o m e s

- It's fun and easy to understand
- The area to cover was too big, the player have to move too much sideways
- The hand gestures was easy to understand but a little tiring and ineffective
- The goal was not motivating enough nor standing out visually
- Obstacles was too easy ; the players built a straight line with the pads
- Sounds were interesting and fun
- Graphics were pleasant but not exciting

# n e w g o a l s

- Keep focus on both sounds and obstacle
- Developing levels starting easy with focus on sound experimenting and then increasing the obstacles and moving the focus on to saving balls when the player learned how the sound works
- Visually create a story that includes the balls, goal, obstacles and sound visualisation
- Improve the interaction: both area and gesture