

# Project Movement

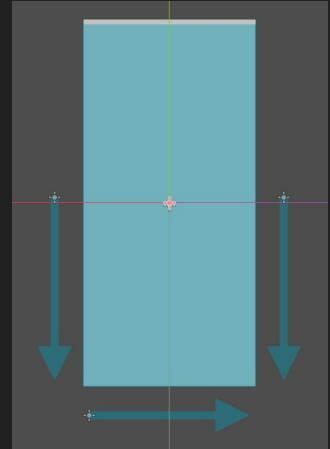
Eli, John, Alan, Jason, Chaos

# Summary

- ~60 views on Itch
- 25 downloads
- Number of unique players: 15
- Number of sessions: 19

# Summary of Changes

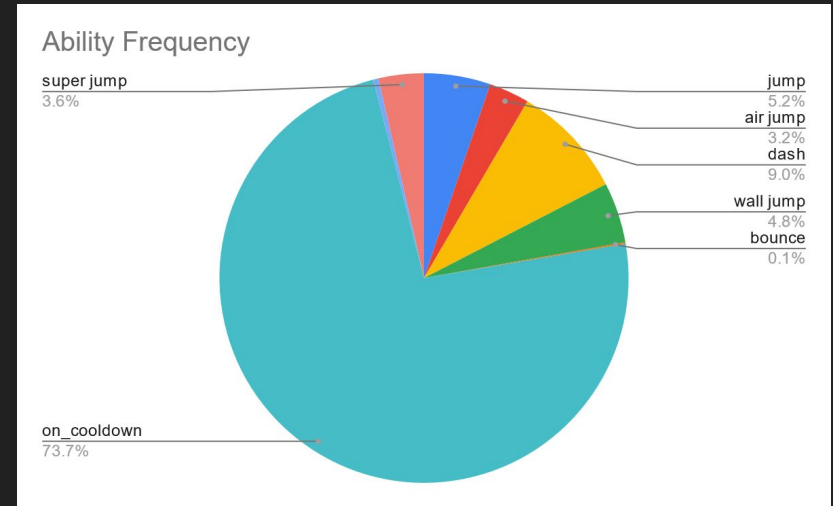
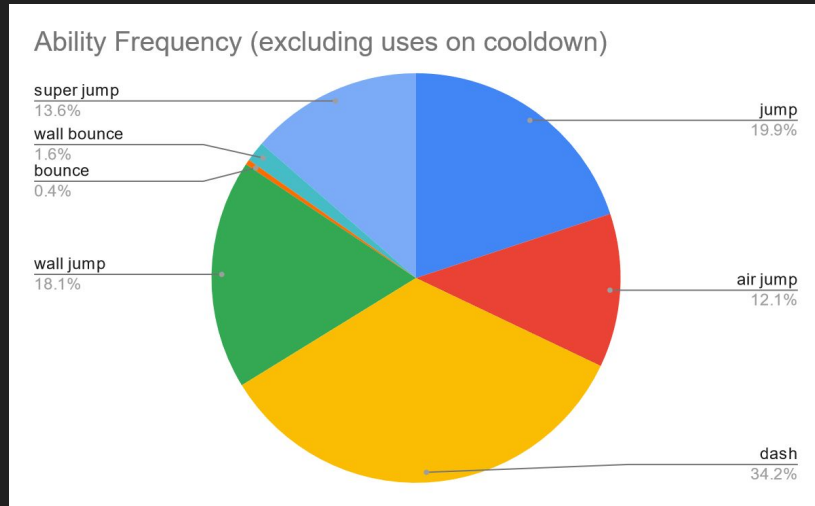
- There was an issue where players would no longer be in contact after colliding with a wall, making it hard to wall jump - fixed
- Double jump to same button (space)
- W replaced with a stronger, super jump to add vertical mobility
- Added raycast for bunnyhop so don't double jump when close to ground
- Increased the amount of tutorial levels, total of 5 now.
- QOL changes
  - Time display for cooldowns
  - Camera look around



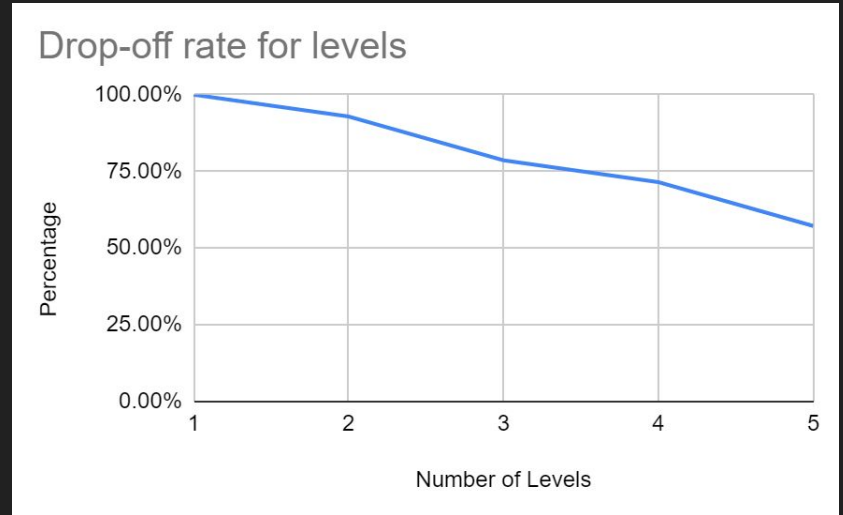
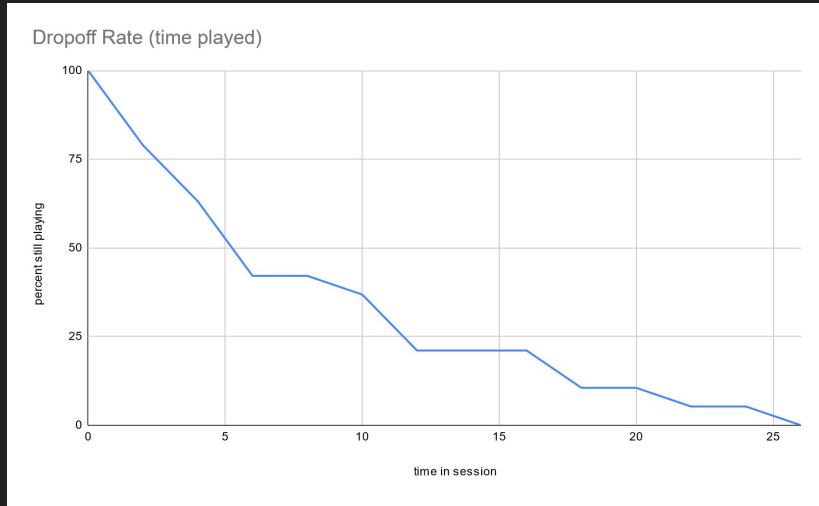
# Logging

- Level starts, ends, how long people play for
  - All abilities — Types used and frequency
  - Deaths — Coordinates and frequency
  - Entering/exiting zones (start, end, checkpoint)
- 
- Do people prefer to jump or dash?

# Ability Frequency

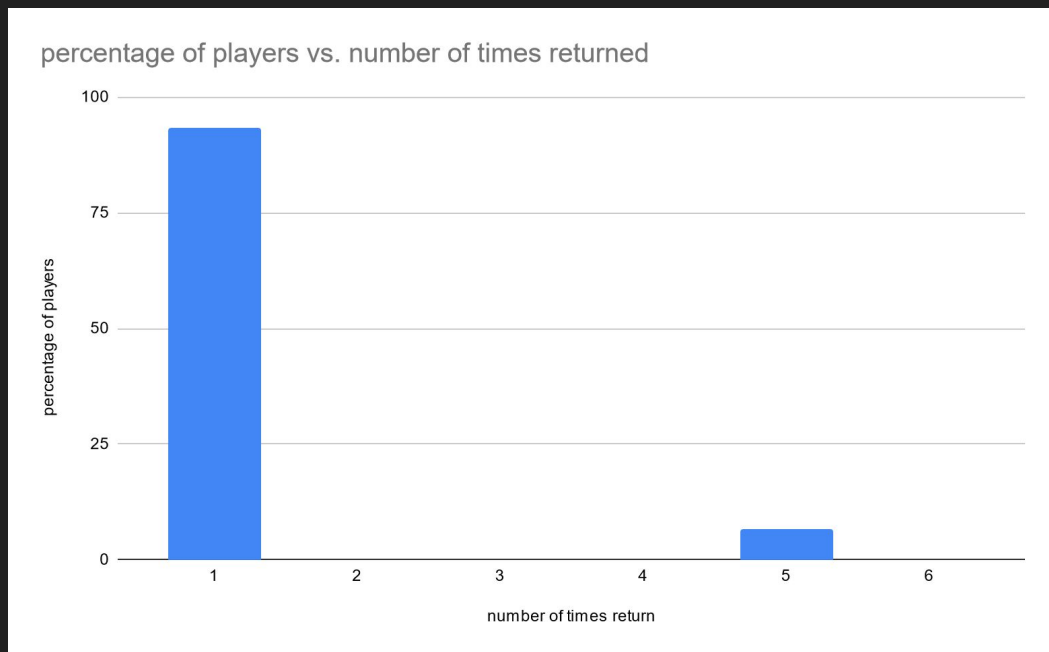


# Drop off rate

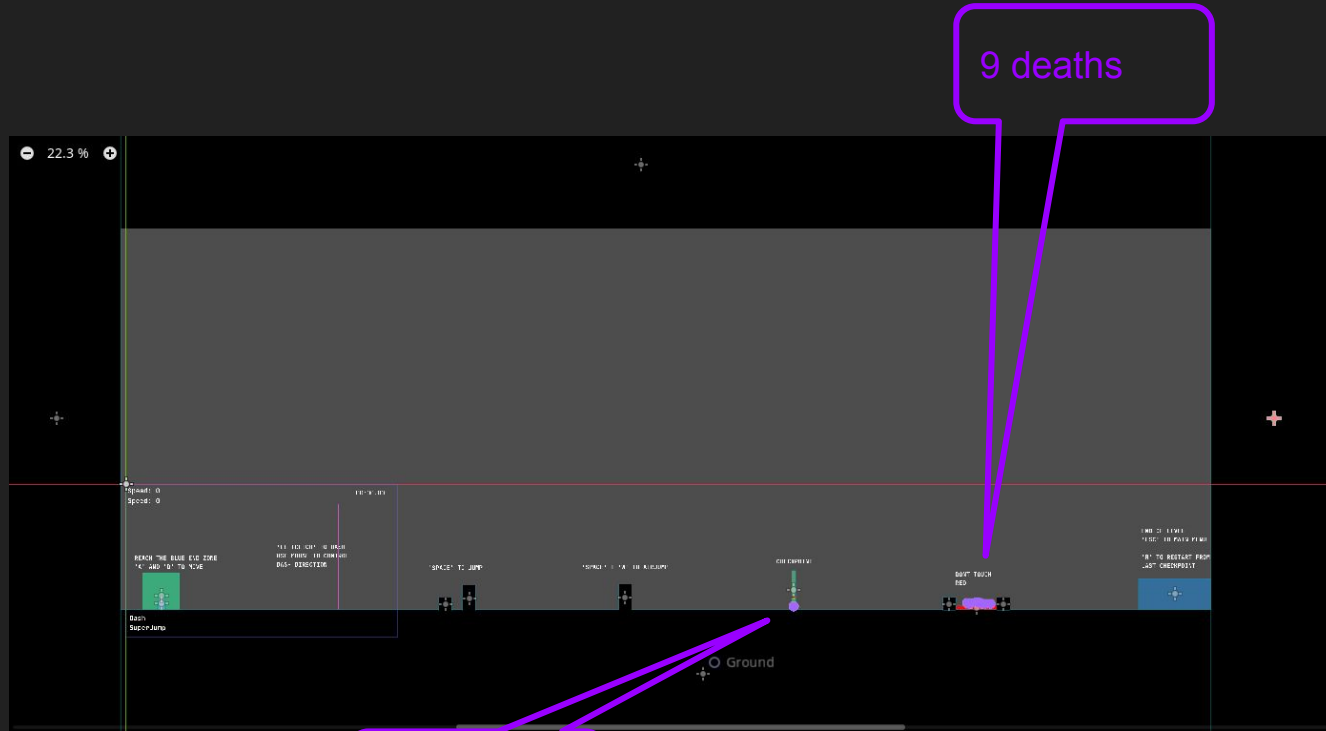


Calculated session start client time to time of last action (level completion)

# Return rate



# Death rate - Base Tutorial

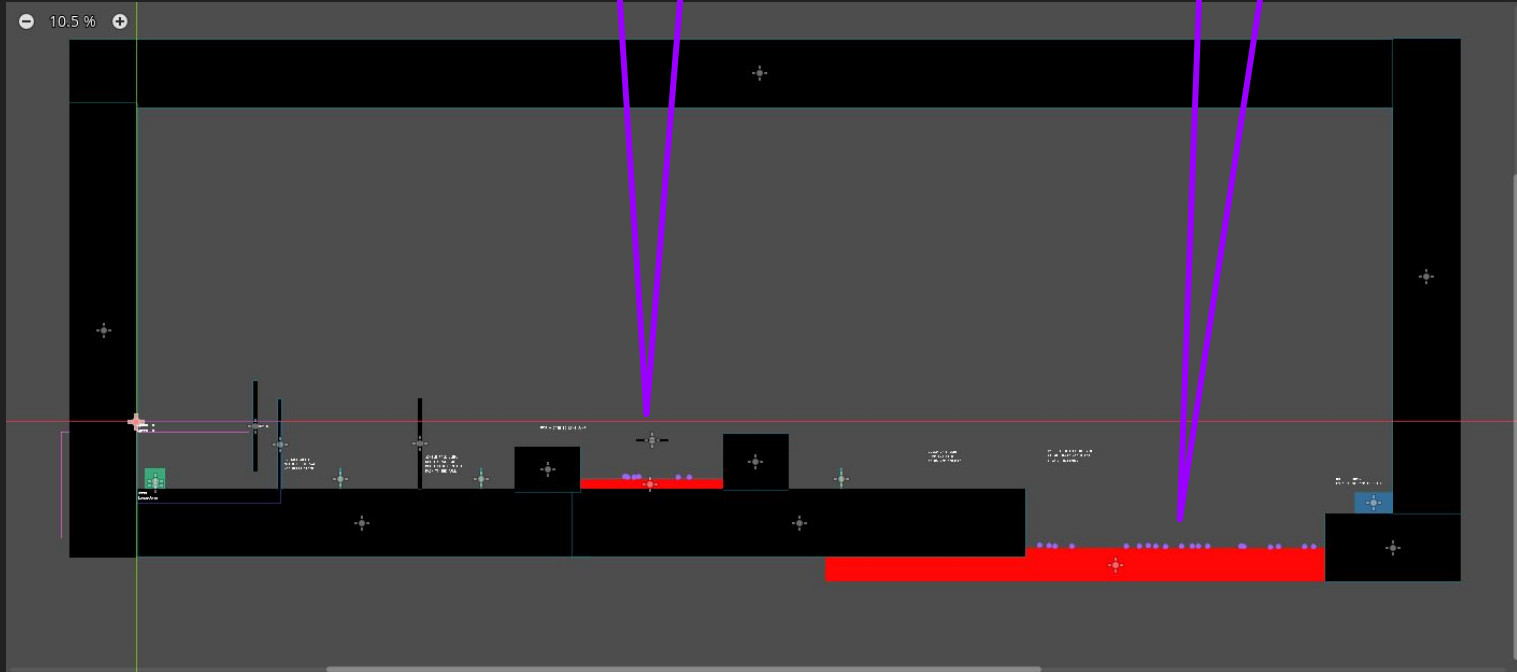




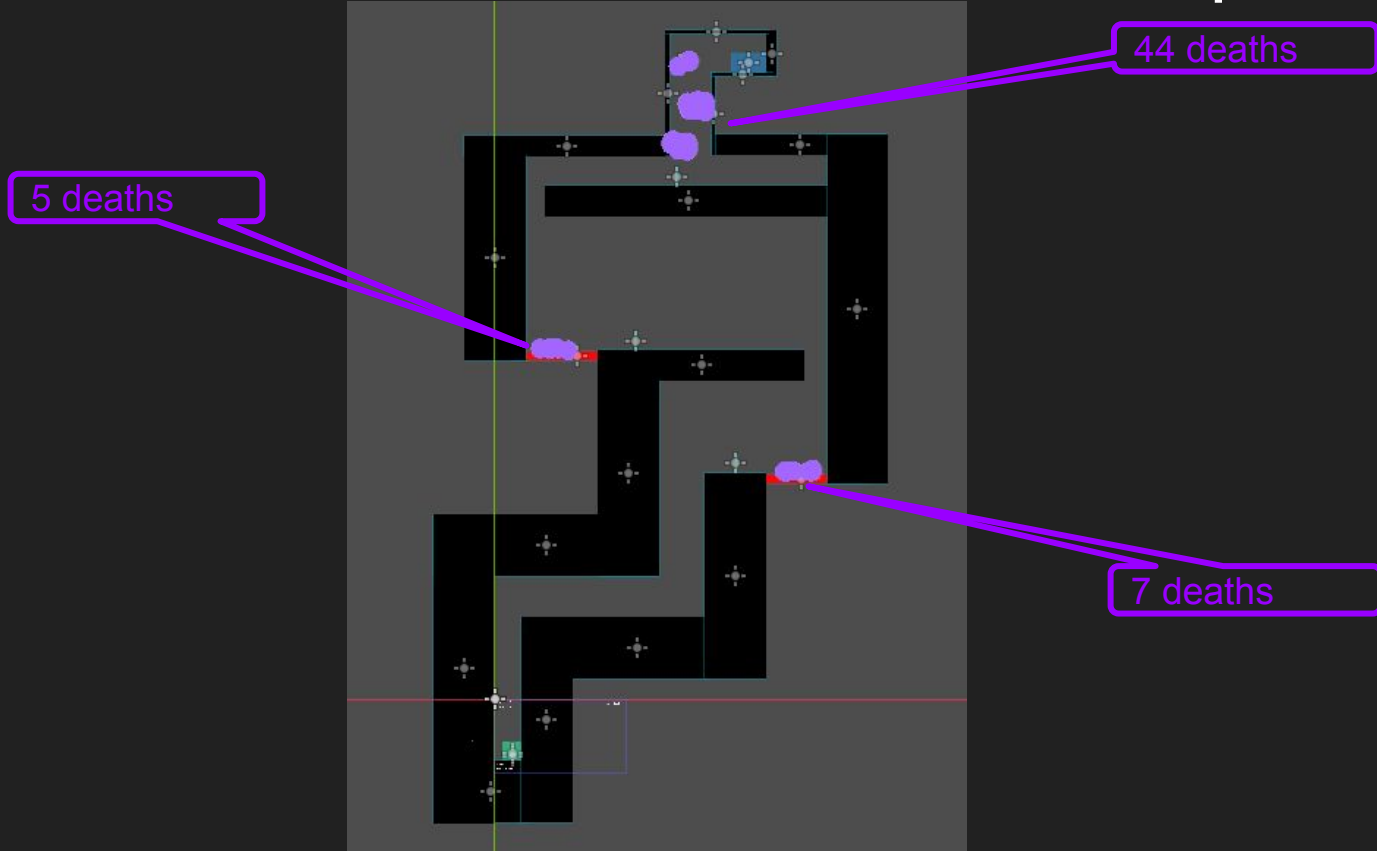
# Death rate - Advanced Tutorial

7 deaths

19 deaths



# Death rate - Dear You Wall Jump



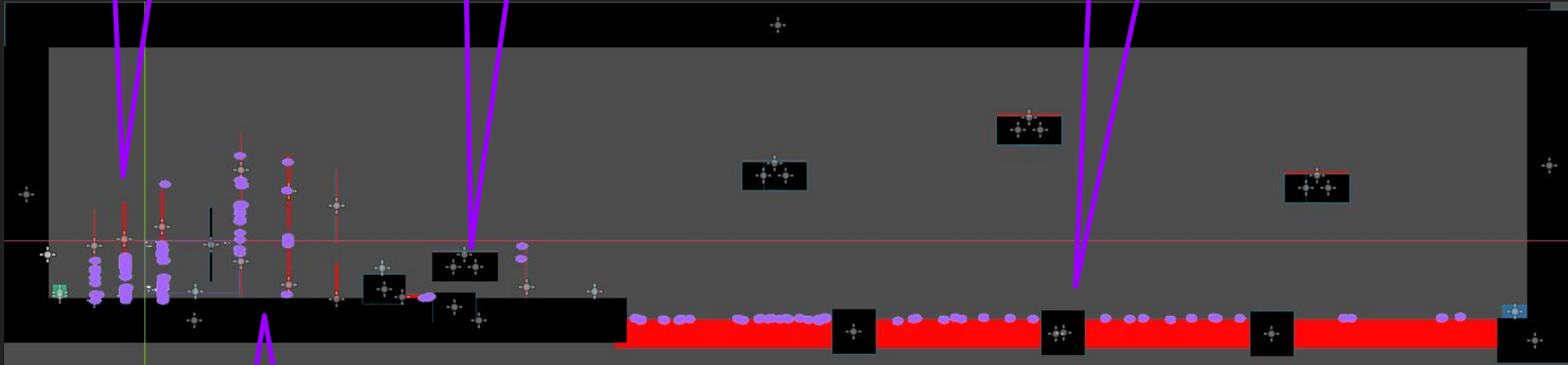
# Death rate - Circus

106 deaths

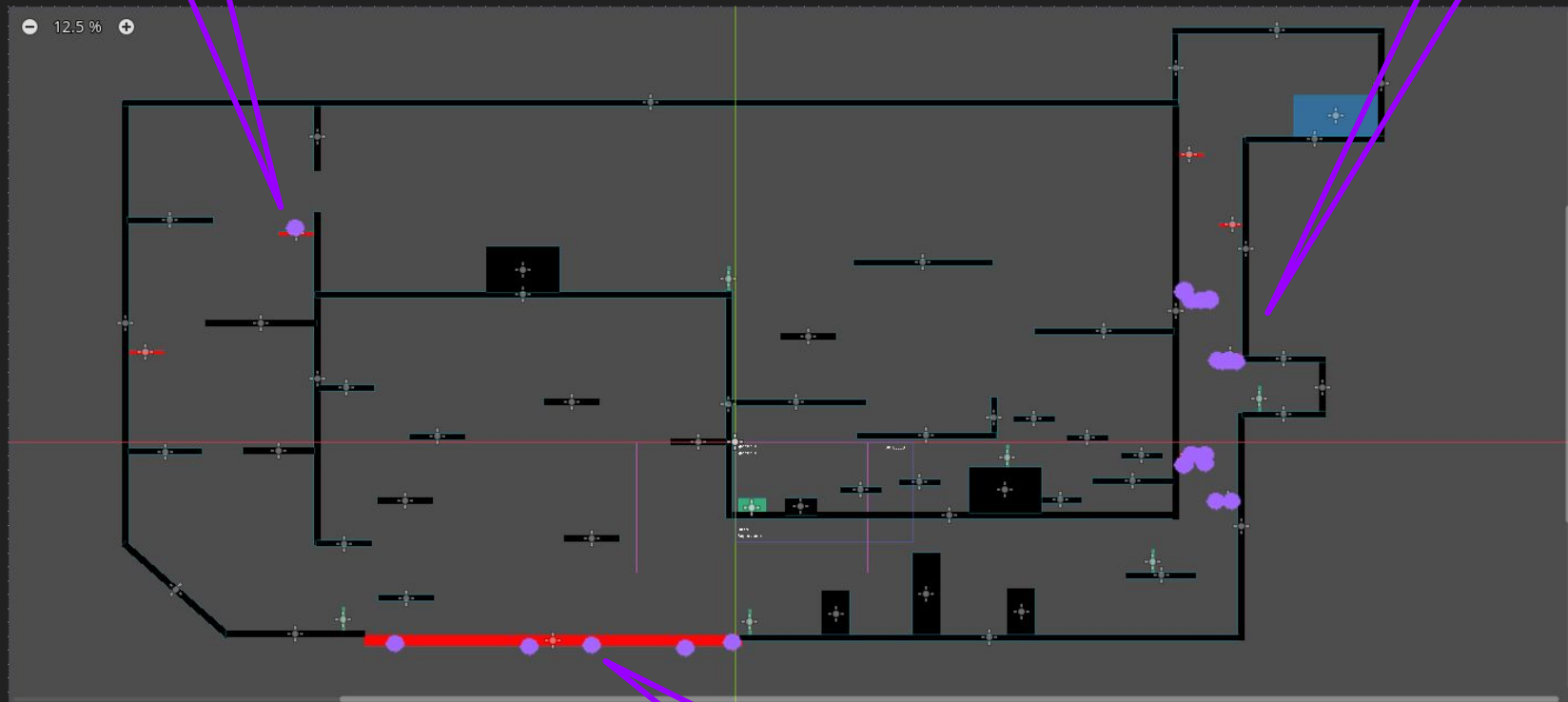
7 deaths

50 deaths

30 deaths



# Death rate - Level 3



1 death

18 deaths

5 deaths

# Feedback

- Tutorials unclear since we changed the movement w/o updating tutorials
- No more feedback about double jump confusion
- No feedback about wall jump being difficult to do
- Still hard to tell when abilities off cooldown (time not as apparent as changing colors or opacity or other visual effects)

# Future Improvements

- Fix pixel bugs on levels
- Visual improvements
- Add moving lava and obstacle
- More levels
- UI improvements, main menu, level select
- Level progression/unlocks, ordering of levels