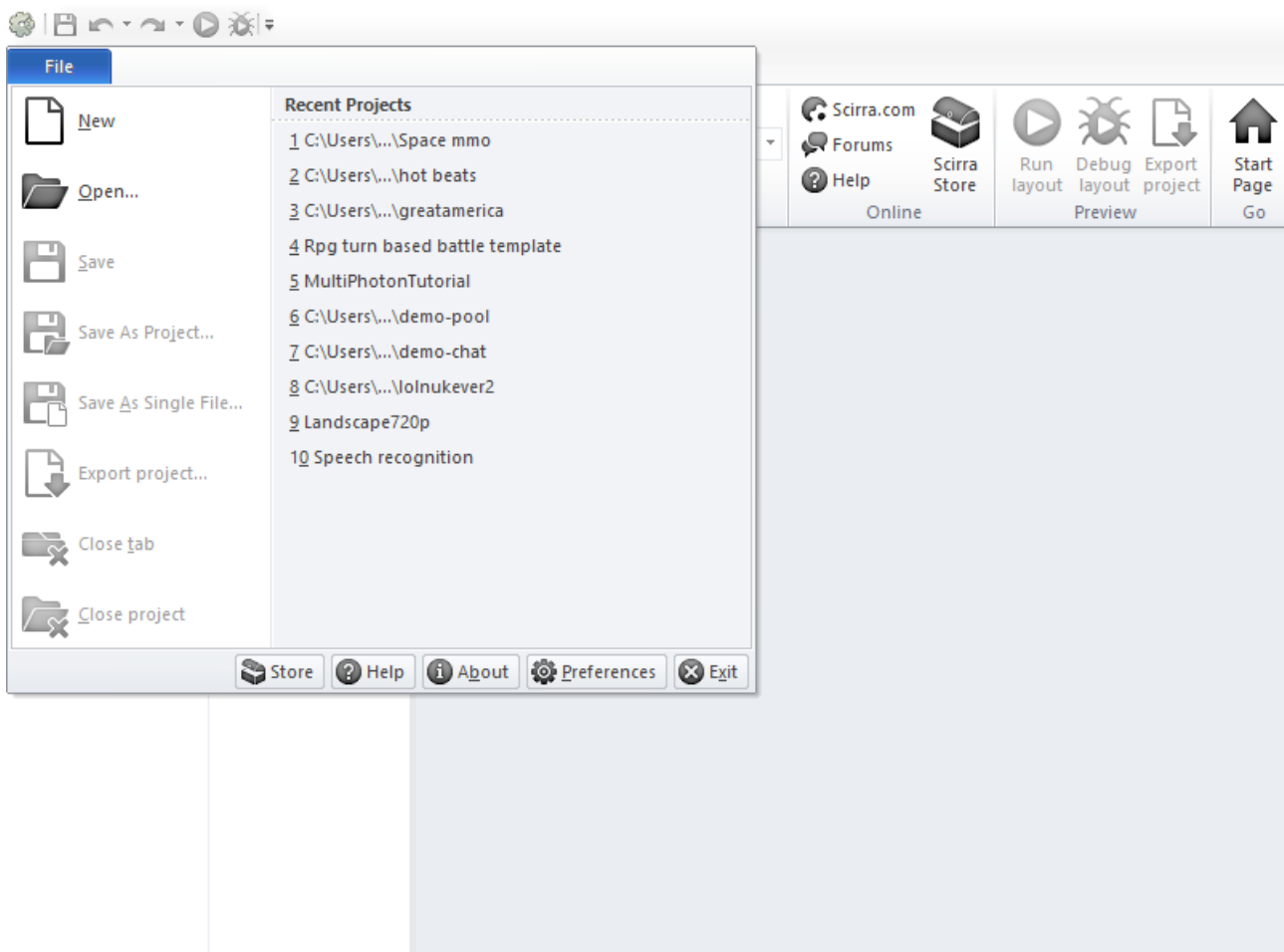
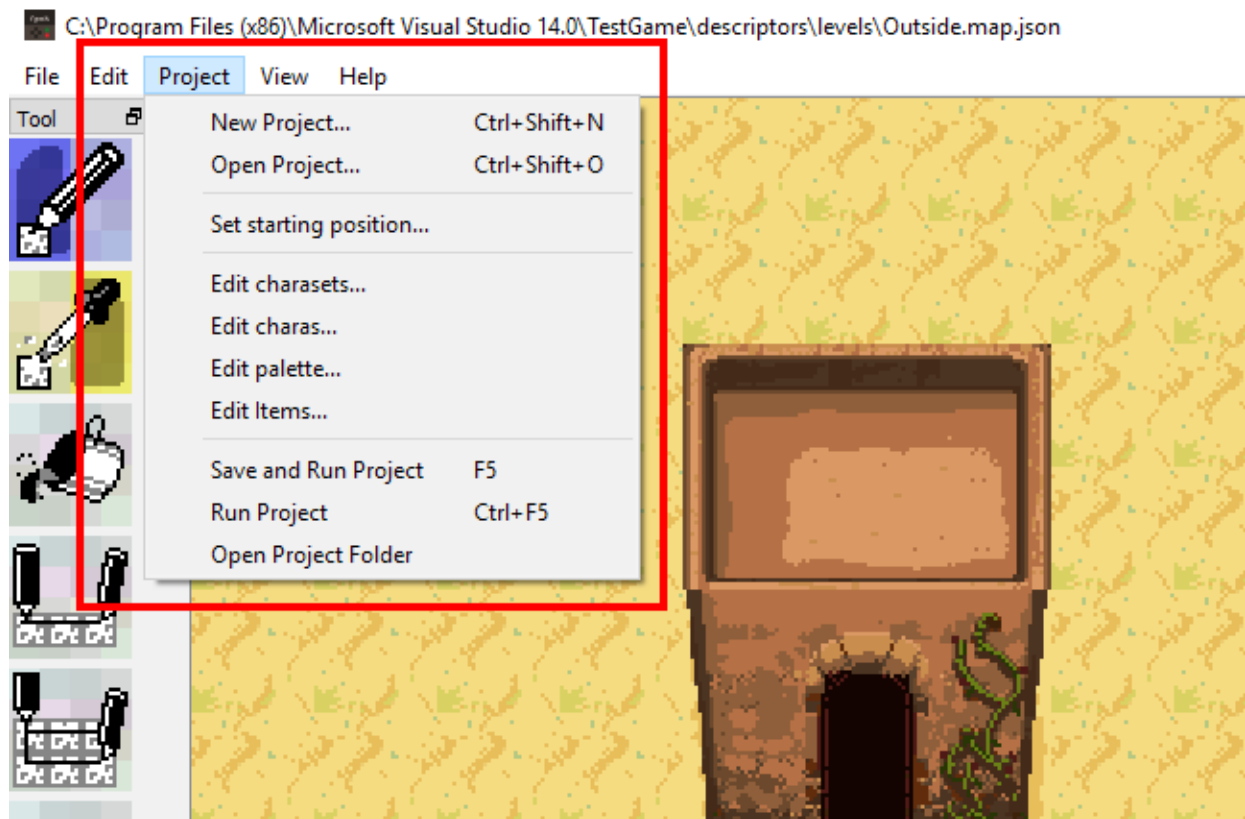


FGMK USER TEST
Ver. 0.5.4
October 15th 2016

1. Why "Start Project" is not under the "File" tab? Every program in the world has the commands "New project", "Open Project", or "Open File", under the first tab. You don't want users having to check on google how to start a game project. The picture bellow is for reference from the game-making engine Construct 2: the 1st thing you need to do ("New"), is in the 1st tab, in the 1st position.

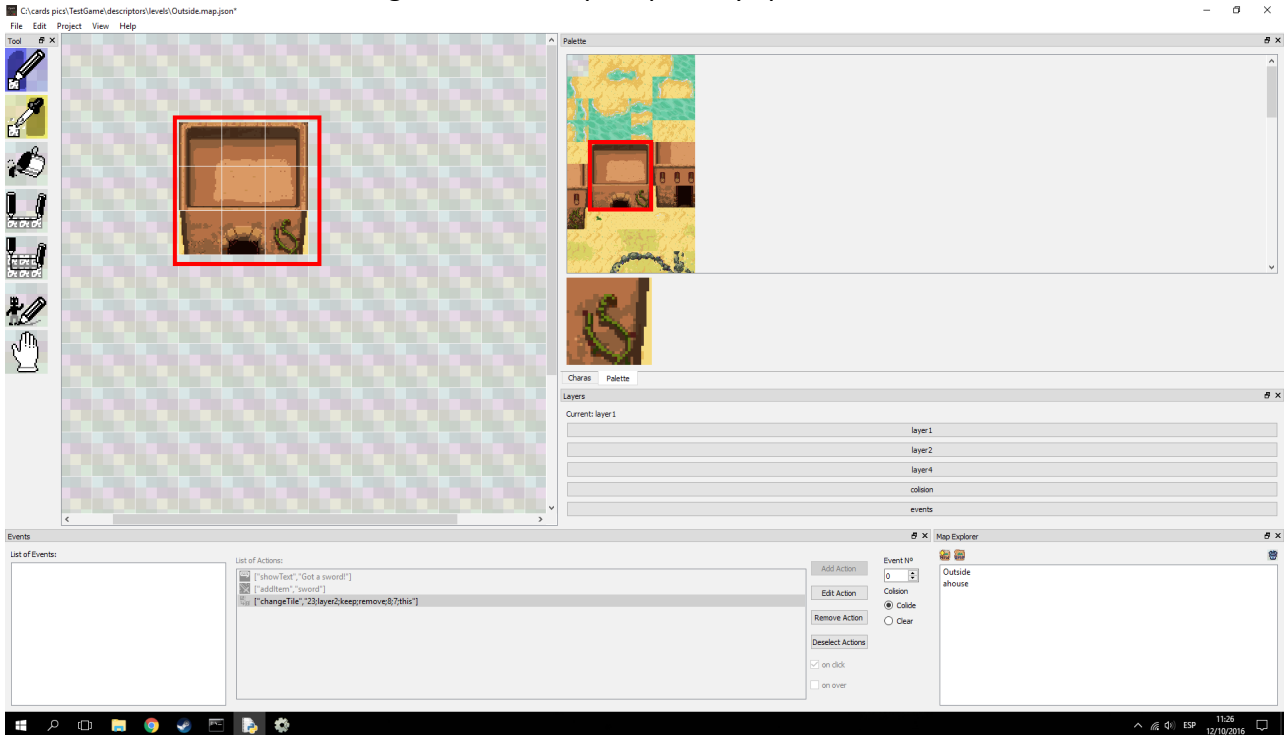


2. Talking about tabs, what you have currently under "File", should be in a tab called "Map". Also, consider moving "Edit charset", "Edit charas", "Edit pallete" and "Edit items", to the "Edit" tab.

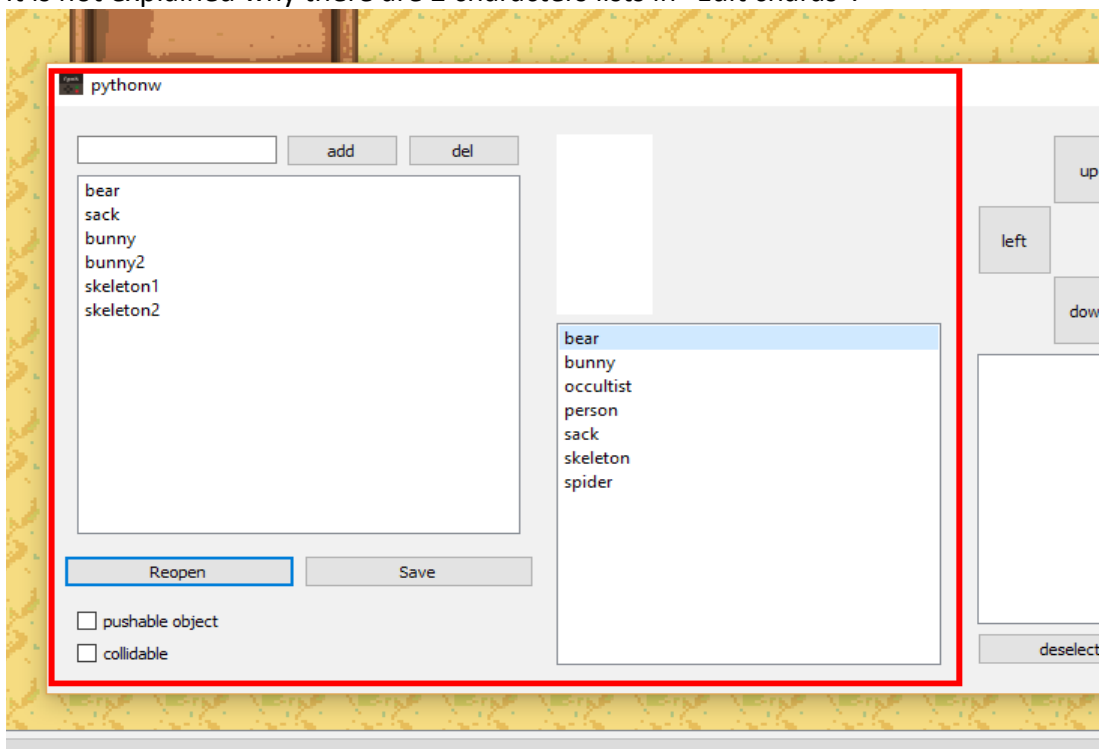


3. What it is called "Palette" in the program, is universally knoww as a "Tileset". Consider changing the name.
4. When the program installs, have it automatically create a folder for the projects. It could be under "My Documents – FGDK Projects", or "FGDK Install folder – FGDK Projects". Unity does it this way. You could ease friction from the user, by not having him to manually make a folder.
5. The name FGDK says nothing about the program, and is not pronounceable because it lacks vowels. It is not a good name in my opinion. Consider something like "RPG Open Builder", that can be shortened to a pronounceable word like "ROB".
6. When the engine is finished, it would help a lot to make a video tutorial for begginers, and feature it on youtube.
7. The rectangle and line tools, need some sort of indicator regarding where was my 1st click. So the user can know for sure how big they will be.
8. When painting a map, you should be able to put several sprites by dragging the mouse. Sometimes you don't want a line or a rectangle, you might want a triangle, and having to place scribe by sprite is tiresome.
9. The pan tool is inverted, regarding how pan works on mobile phones, where if you drag up, the screen moves down. Everybody has a smartphone and will get confused when using the pan tool here. Consider changing it.

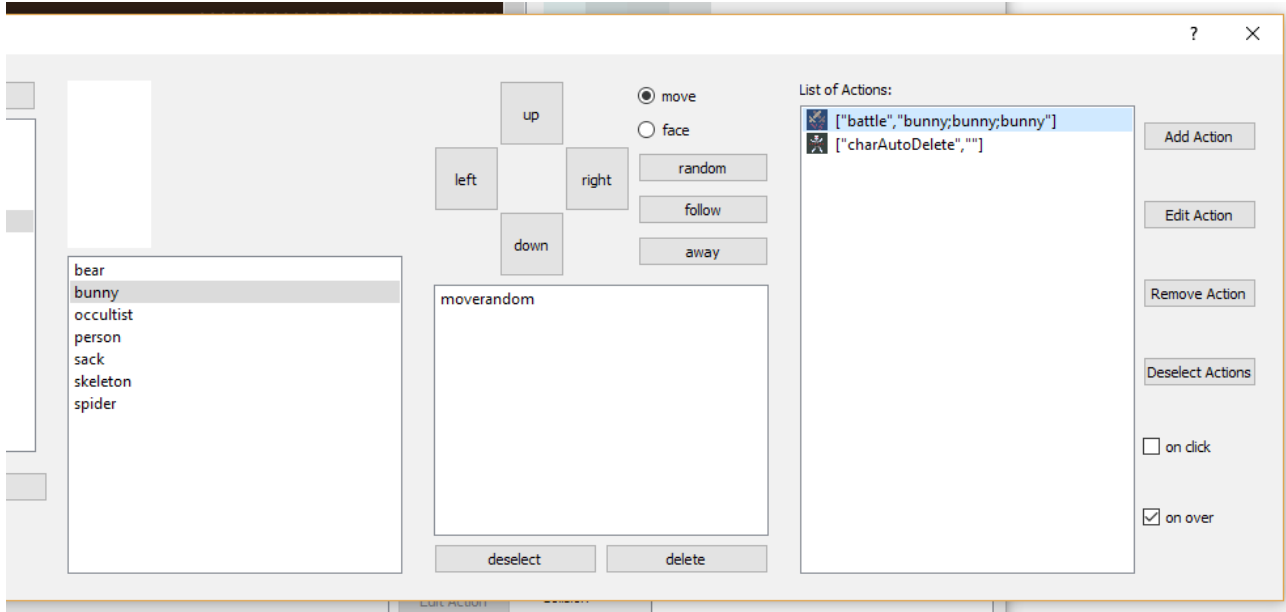
10. You should be able to mass select a group of sprites (like the house), to be able to put it all at once, and not having to select and put sprite by sprite.



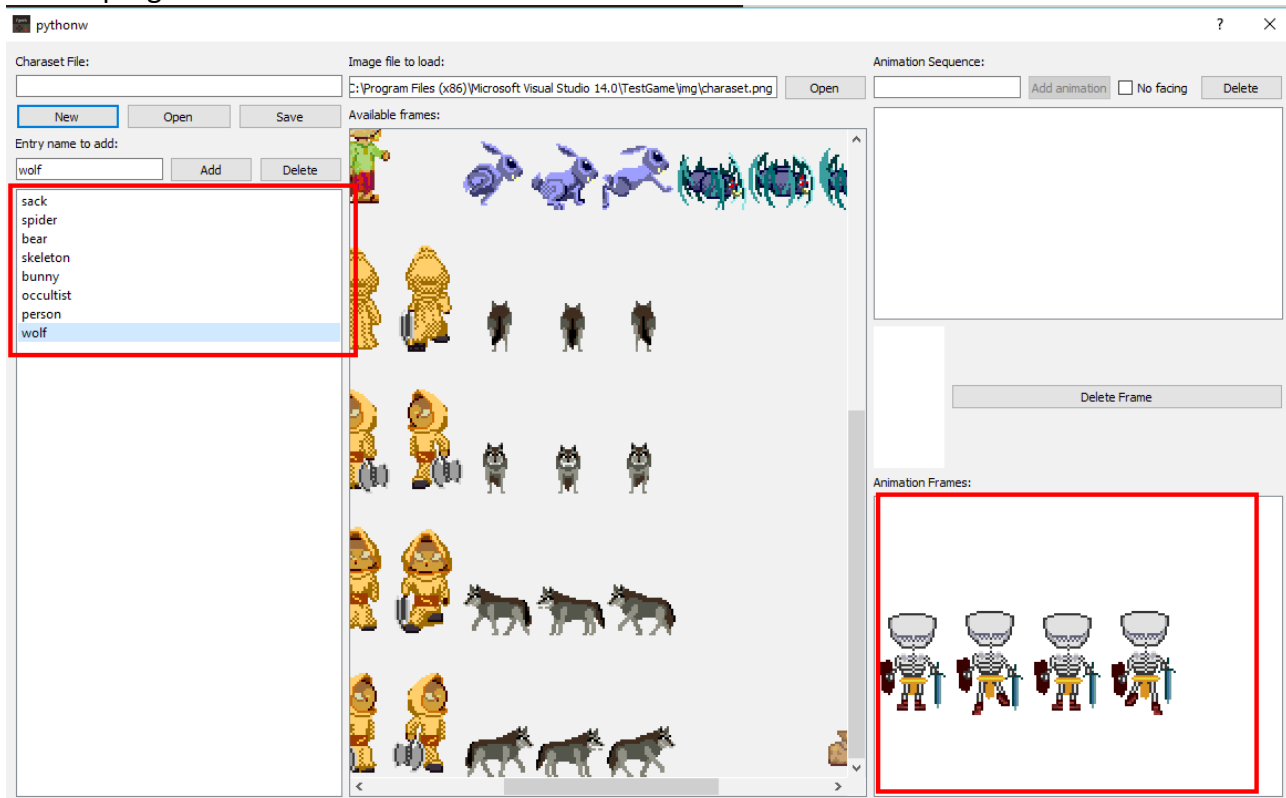
11. There is no action to play a sound. Also, there is no way to load custom sounds or music.
This is a very important feature that cannot be left out.
12. The action "Fade", should have an option where the user can set the fade time.
13. Everytime you run the project, a new browser tab is opened. Have the program to check if it is already running on the browser, and re-open in the same tab. Sometimes I would end up with +5 tabs of the game running without realizing.
14. It is not explained why there are 2 characters lists in "Edit charas".



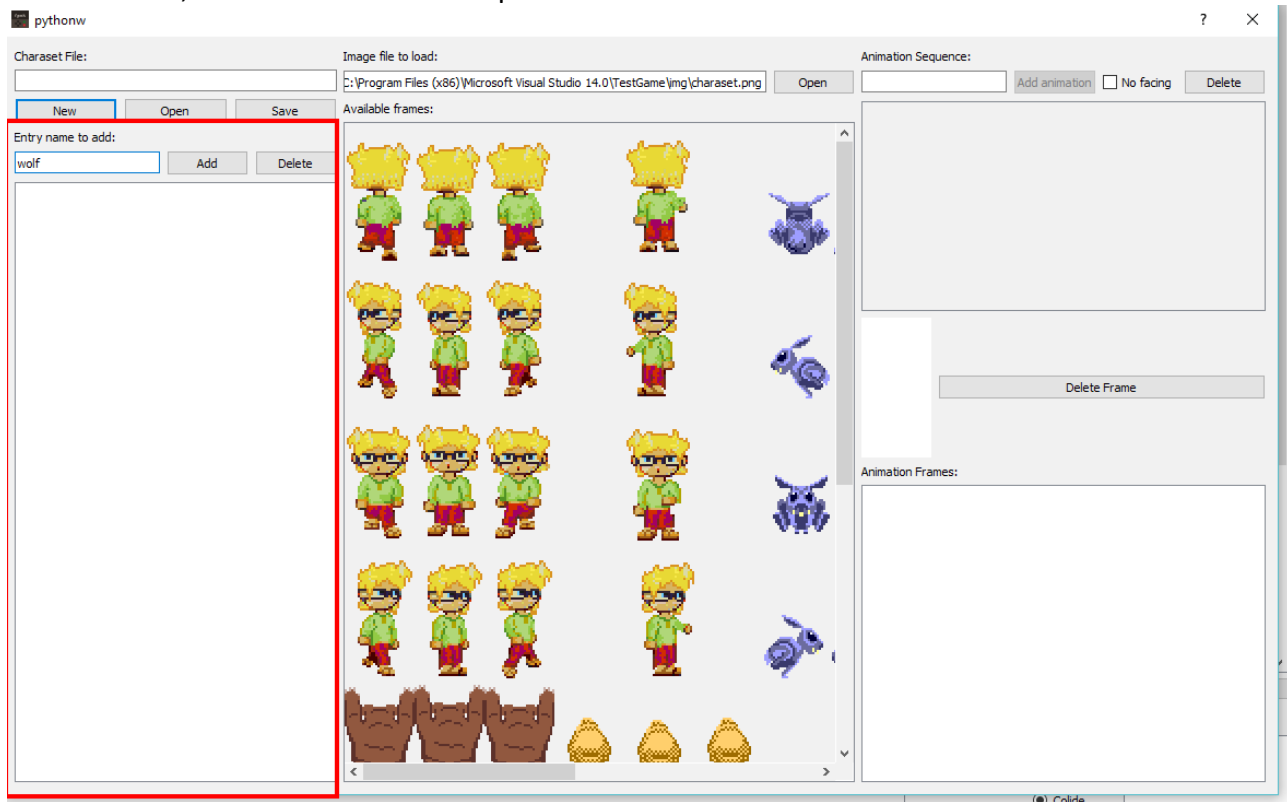
15. When trying to edit a battle action, the program crashes.



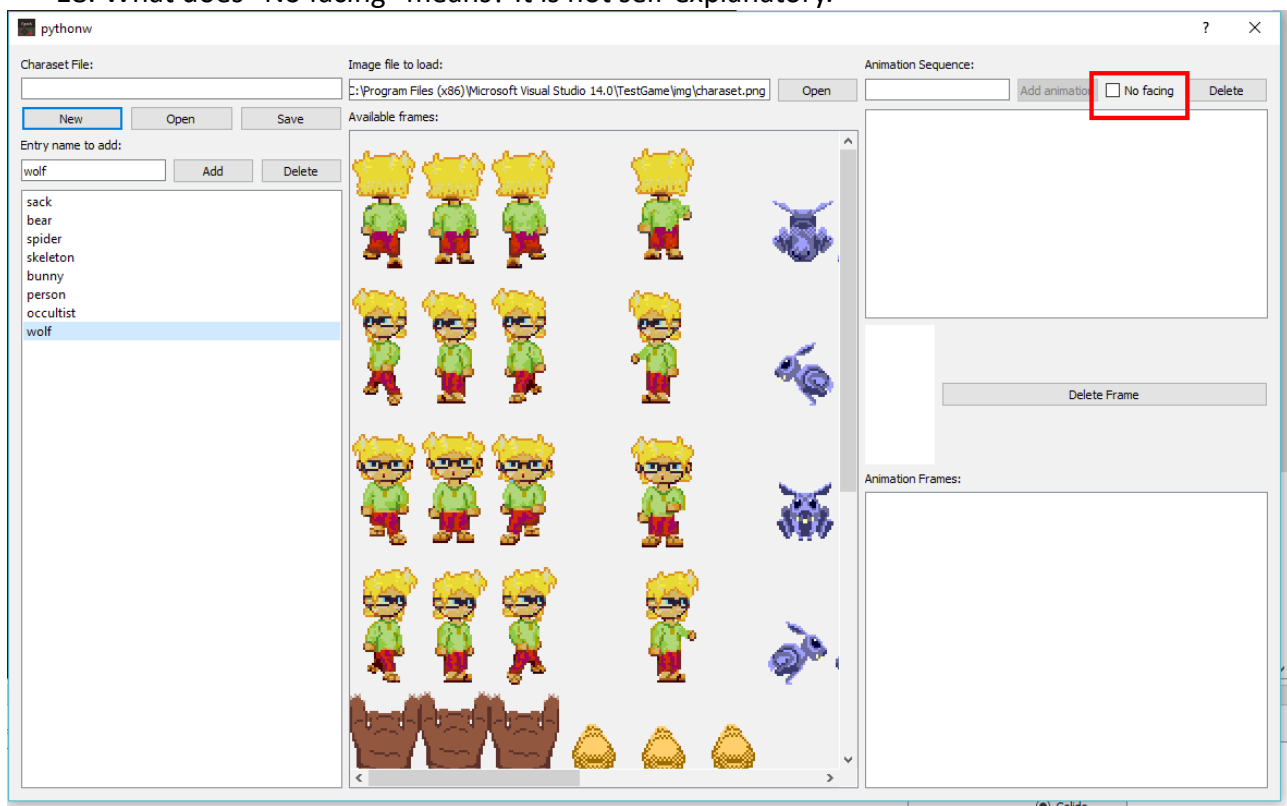
16. When you select a character, and then click on a newly created one, the program will bring the last selected character sprites into the new one. Try to delete the frames and the program crashes.



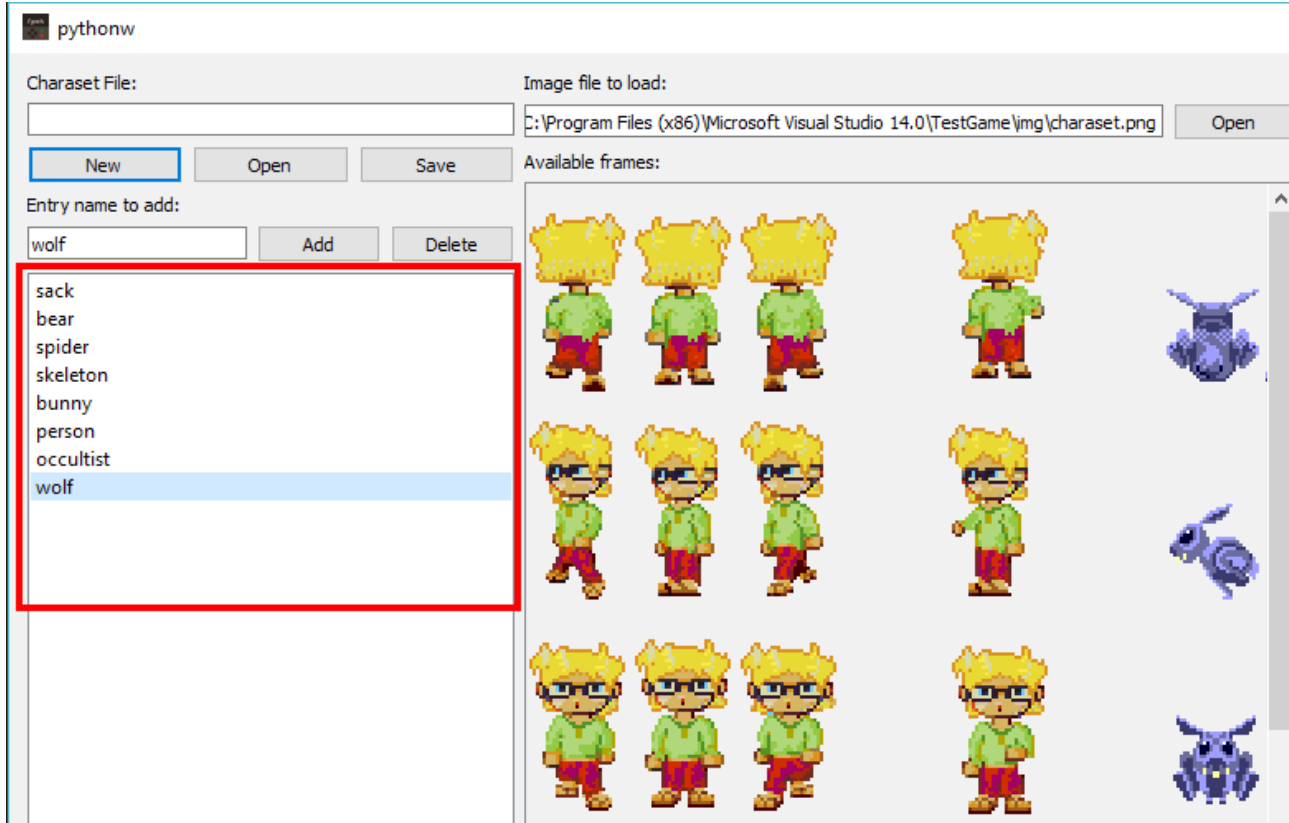
17. When trying to create a new character if you press the enter key, instead of pressing "Add", the characters list dissapears.



18. What does "No facing" means? It is not self-explanatory.



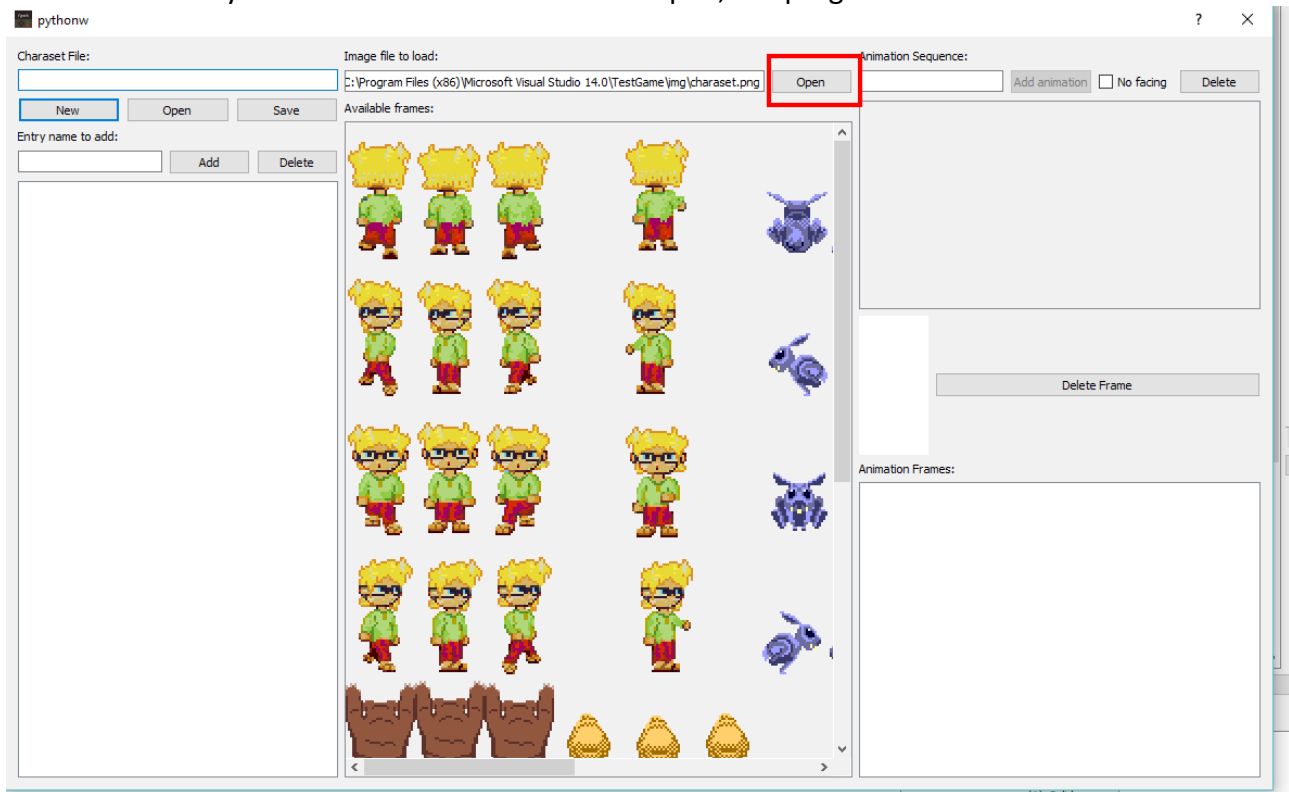
19. The characters list should be sorted alphabetically.



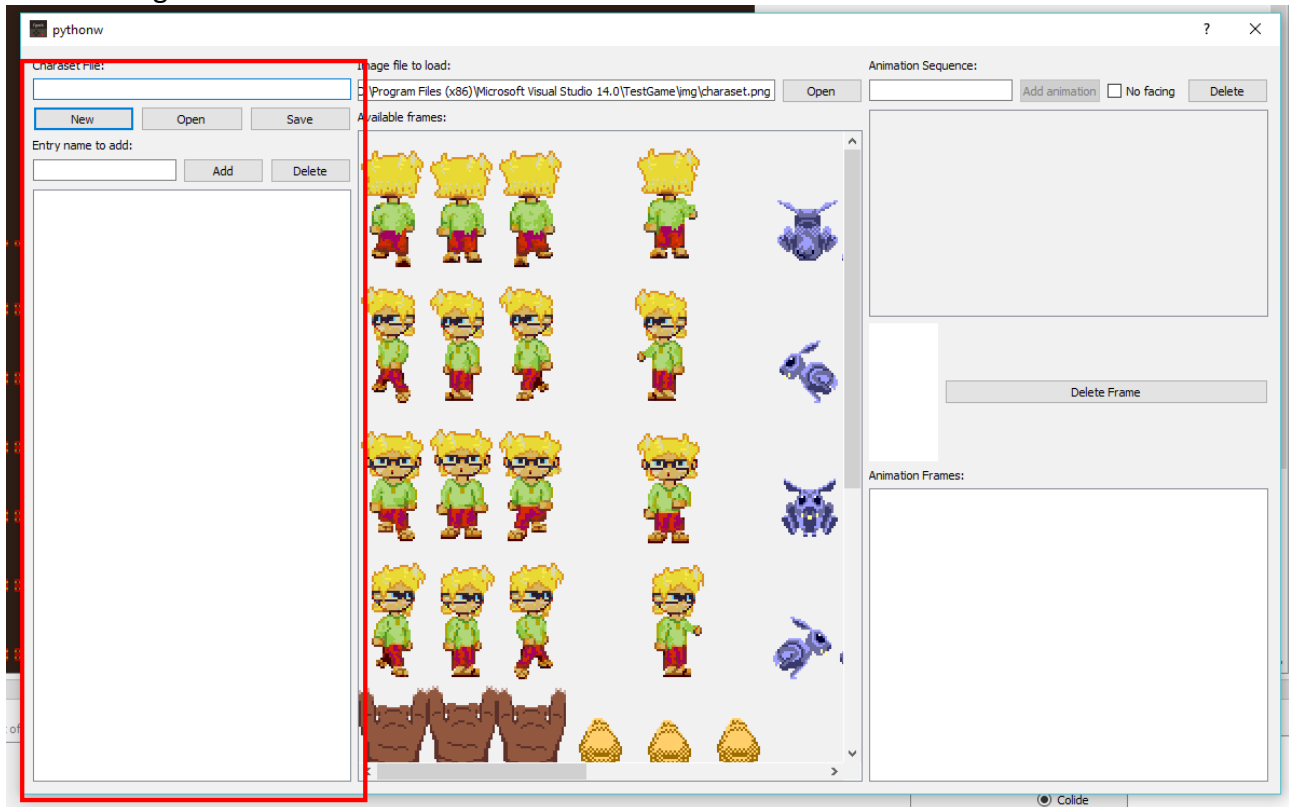
20. If you collide with a border or a collision square there is a sound, and if you keep pressing into it, the sfx sounds several times in a second. This is a bug to be fixed.



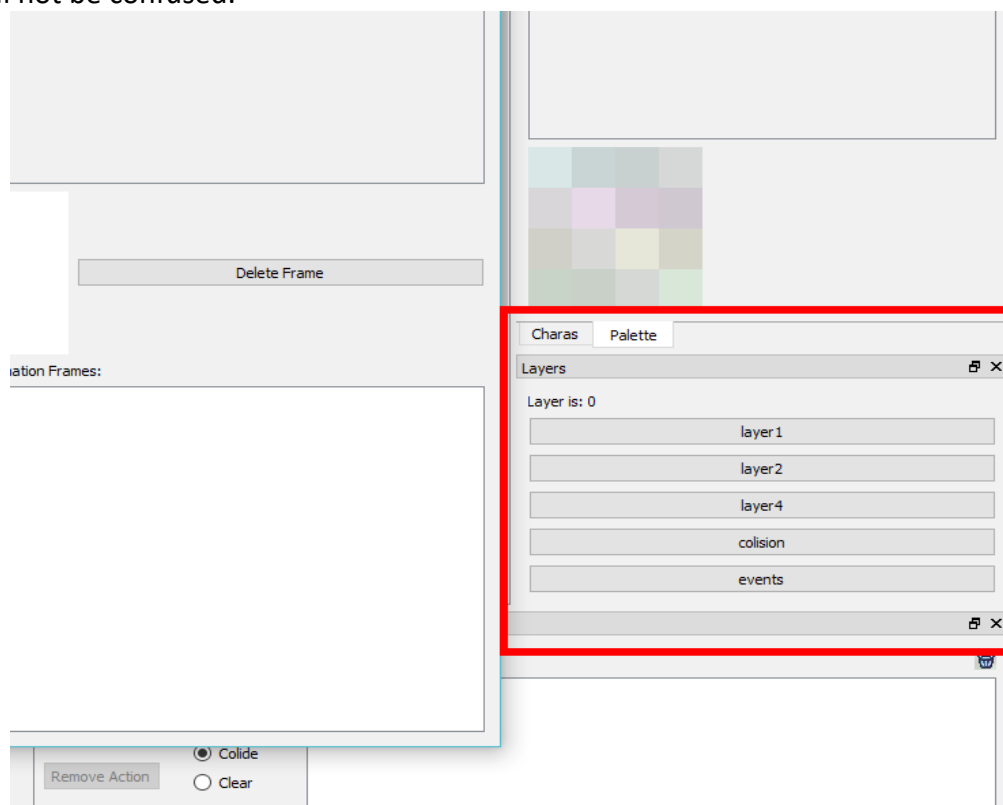
21. If you run the game without saving, you cannot test the last changes made. But if I save and run, then I'm saving some changes without knowing if I'll like them. When you run the game, it should have the last changes, without necessarily saving them.
22. The user should be able to adjust the speed of the character animations.
23. I don't see a way to make a new battle. Is this feature not in this build?
24. I don't see an use for the "TeleportInPlace" action. The user always has to custom choose where to teleport, I doubt people will align the maps and the sizes to be able to use this action.
25. Let the user adjust the "Rain" action levels. Light rain, medium rain, heavy rain, etc.
26. How much time is one cycle, in the "WaitCycle" action? Why not just name it "Wait" and work with seconds? Also, let the user set a custom number like 1.5 seconds.
27. When I try to load a new char setand click open, the program crashes.



28. I wanted to load a new charset, i clicked on "New", and all the characters dissappeared from the game.



29. The "Collisions" and "Events" buttons are under the layers buttons, which made me think they were a collision layer, and an events layer. It took me 2 hours to realize that that was not the case. Maybe if you put the "Collisions" and "Events" buttons to the left, the users will not be confused.



30. I didn't find a way to animate the map, like in the example project.
31. The action "VarPlusOne" could be made more useful, by making it "VarPlusX", so the user decides number he wants to add. Also, consider giving the option to "VarMinusX".