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Why are games difficult? What design decisions affect game difficulty? To answer these questions, our project tests game design decisions in platform games with incremental changes in difficulty. As expected, smaller platform sizes, and quicker speeds increase difficulty. However, unexpectedly we found that triple jump is actually less difficult than double jump. We speculate this may be because we are changing the base task instead of increasing difficulty. Furthermore, we also tested changes in perspective (i.e. scrolling along the x-axis, y-axis, or z-axis) and found significant differences.

Interesting fact: This was presented as a paper at the CHI 2017 conference.

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