General Feedback

Enjoyment - 4/5
Recommend - 4/5

What people enjoyed the most
- huge world, ease of use
- I liked the old school feel
- fighting the enemies
- aesthetic
- UI is really sick and story I like alot
- Running around with different unique dungeons with different challenges to it
- i like the developers very friendly people,
- The structure
- soundtrack and art
- The whole game is lots of fun, the idea of the alcohol room is great
- free roaming
- puzzles, music.
- humour
- Problem-solving
- the music is great, and the art is cool too. the name is funny. the cutscenes are cool. the movement is mostly good except i can clip through walls sometimes
- Level design and puzzles. also general art style was very good. the character had the same hair colour as me which is a bonus

Combat

Balance - split equally between 2,3,4,5

Comments
- Swing speed slowdown/attack is too fast
- Sword is too short
- Teach how to attack, tutorial
- Enemy too easy
- Add visual feedback - eg. flashing effect or red if get hit
- Controls unintuitive

Storyline

Enjoyment - Mostly 5 or 3

Comments
- Some people liked lore/humour

Education

Balance between entertainment/education - split between 2,3,4

Noone saw any educational elements

Visual Design

Liked visual - mostly 5

Comments
- Most people liked the aesthetic and characters
- Didnt understand the stats on the left/right (or thought they were irrelevant right now)
- Bit much weather
- Too many colours/high contrast/ make boundaries red

Music

Liked music - mostly 4-5

Comments
- A lot couldnt hear it but that was due to lab enviro
- One person thought that when the music went fast that something was about to happen

Trivia

Difficulty - 3/5
This is probably because everyone said they never saw any

General Improvements

- Moving levers was janky + box on buttons
- A lot of people talked about being lost/not knowing where to go
- Menu bar/title screen
- Introduce keybinds/tutorial - want to read/learn what to do in game
- Ability to go back on text (in cutscene)
- Alcohol room has too much random input

- Some levels have unnecessary walking
- Want some of the dungeon mechanics to be combined to have more fun and difficult puzzles

<u>Bugs</u>

- Boxes getting stuck on walls
- Walking through walls
- Stuck in edges/water
- Button/pressure plate