Playtester #1

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Matt

Time: 5 mins or so

Bank details:

Is this your first time playing : Y / N

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *answer here*] 4

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[Stuck in a loop at the beginning. No idea where to go after going through teleport ]

1. What did you like most about the game

[ cool box puzzle at the start ]

1. What didn’t you like about the game

[Confused where to go ]

1. Please explain your top 3 points for improvement for this game

[Clearer route where to go definitely ]

[ Staff doesn’t strike the column? ]

[ ]

1. Given the current build is this a game you could see yourself playing in the future -Possibly

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #2

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Max

Time: 5 mins

Bank details: 0\_0 aint no way im giving you that

Is this your first time playing : Y

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *7*]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[Intro was a tiny bit confusing but I got it. However, the portal didn’t work so I had to go to the next level in the asset manager. Hub\_cave near the end was confusing ]

1. What did you like most about the game

[Was a good puzzle game, especially level 1-1 ]

1. What didn’t you like about the game

[Had to change level myself ]

1. Please explain your top 3 points for improvement for this game

[ ]

[ ]

[ ]

1. Given the current build is this a game you could see yourself playing in the future

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #3

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Matej

Time: 5 Mins

Bank details: im broke

Is this your first time playing : Y / N Yes

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *7*]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[Felt stuck at the Hub\_Cave level, didn’t have my staff so couldn’t break the barrier and wasn’t sure what I could do next]

1. What did you like most about the game

[There was a lot of things, the particle effects with the ship at the start of the game, the red jump pad that launches you, the camera zoom-ins on specific areas (made it very clear to see what you had to do in each section) ]

1. What didn’t you like about the game

[No ability to teleport to next level (I imagine you will add this later) ]

1. Please explain your top 3 points for improvement for this game

[Add the ability to use either the staff/gun or both earlier on in the game]

[ ]

[ ]

1. Given the current build is this a game you could see yourself playing in the future

Definitely, a lot of unique features already apparent even when the game isn’t fully completed

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #4

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Lucian

Time: 13:51

Bank details: nice try

Is this your first time playing : Y

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *6*]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[I was stuck because I couldn’t find the fire extinguisher and then I couldn’t continue with the level]

1. What did you like most about the game

[Animations and collectibles]

1. What didn’t you like about the game

[I don’t think I disliked anything]

1. Please explain your top 3 points for improvement for this game

[slightly more challenging]

[have ways of returning to previous point upon death(in lvl2 I couldn’t progress because I’d missed the platform without taking the fire extinguisher)]

[well done, mate]

1. Given the current build is this a game you could see yourself playing in the future

Definitely. I feel like this would be a game I would play on the internet

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #5

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Alex

Time: 14:00

Bank details: Im broke anyway

Is this your first time playing : Yes

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *3* ]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[I found the fire extinguisher and put out the ship, I then progressed to find a teleporter that sent me back to the ship, if I needed to do anything else after that I have no idea what it is]

1. What did you like most about the game

[I liked the dynamic camera when you enter different rooms]

1. What didn’t you like about the game

[It got a bit confusing after I explored the two areas, maybe add some pointers as to what goals have been accomplished and what needs to be accomplished next ]

1. Please explain your top 3 points for improvement for this game

[Add info posts (hints)]

[Add a few more enemies]

[Nothing else really]

1. Given the current build is this a game you could see yourself playing in the future

Definitely would play it again in the future

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #6

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Aaron

Time: 14:19

Bank details: 11-2024 0193147122

Is this your first time playing : ~~Y~~ / N

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *7* ]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[ I never got stuck, it was always clear where to go ]

1. What did you like most about the game

[ The game looks really pretty and has interesting theming. The story and dialogue are excellent and I didn’t see that in any other games ]

1. What didn’t you like about the game

[ Some parts are really easy and some are really hard, it is quite random ]

1. Please explain your top 3 points for improvement for this game

[ Smoother difficulty curve ]

[ ]

[ ]

1. Given the current build is this a game you could see yourself playing in the future

[ Yes ]

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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Playtester #7

*Please answer the following questions as honestly as possible. If you don’t understand a question or feel it doesn’t apply to your playthrough contact me through my personal assistant, directly or type N/A as the result for your answer*

# Pre-Game Questions

Name: Somi

Time:

Bank details:

Is this your first time playing : Y / N

# Post Game questions

1. On a scale of 1-10, from start to finish how well would you say you understood your next objective in the game? 1 not at all and 10 is completely

[ *0*]

1. If at all at what points did you feel stuck or confused about what to do next, and did you find a solution?

[ Didn’t test ]

1. What did you like most about the game

[ it aight]

1. What didn’t you like about the game

[ it naight]

1. Please explain your top 3 points for improvement for this game

[ fix]

[the ]

[ teleporter]

1. Given the current build is this a game you could see yourself playing in the future

*\*\*If you have any further comments for the developer please write them in the brackets below\*\**

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