Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?
- I wanted to explore the level

Does that rule seem confusing?
- I thought the leash rule with the reaper coming in was weird

What did you think that would do?
- I thought the reaper would not be able to come back as fast after I dashed

What is confusing for you?
- Not confusing, as I understand why they did ut

Postgame Questions

Is there anything that stood out to you aesthetically?
- The blood on the floor near the exit really stood out to me.

How would you change the game if you had the chance to?
- I would add power-ups to the game, health regeneration.

General Questions

What was your first impression?
- This was gonna be a horror game

How did that impression change as you played?
- It wasn't really as horror I thought it would be, it was just a normal maze game

Was there anything you found frustrating?
- Seeing a semi-dark circle, but not a full one.

Did the game drag at any point?
- No, not at all.

Were there particular aspects that you found satisfying?
- The dashing mechanic was very satisfying.

What was the most exciting moment in the game?
- When the reaper got really close to me and I was about to die.

Did the game feel too long, too short, or just about right?

- That is just about right.

Formal Elements

Describe the objective of the game.
- To find the exit out of the insane asylum

Was the objective clear at all times?
- Yes, it was very clear.

What types of choices did you make during the game?
- I decided to let myself get hit by the trap to see how it would work.

What was the most important decision you made?
- When the reaper was gonna corner me I dashed out of the kitchen.

What was your strategy for winning?
- I utilized my dash whenever it finished cooldown.

Did you find any loopholes in the system?
- I could not find any loopholes.

How would you describe the conflict?
- I would describe the conflict as David vs. Goliath

In what way did you interact with other players?
- N/A

Do you prefer to play alone or with human opponents?
- N/A

What elements do you think could be improved?
- The difficulty of the game.

Dramatic Elements

Was the game's premise appealing to you?
- Yes.

Did the story enhance or detract from the game?
- Detract, because I wasn't feeling it.

As you played, did the story evolve with the game?
- Not at all..

Is this game appropriate for the target audience?
- Yeah I would say that its appropriate for the target audience.

On a piece of paper, graph your emotional involvement over the course of the game.
- Pretty steady until the third level and then it rose up a bit.

Did you feel a sense of dramatic climax as the game progressed?
- Yes when I hit the third level.

How would you make the story and game work better as a whole?
- I would increase the amount of symbolism in each level.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes, it's extremely easy.

How did the controls feel? Did they make sense?

- The controls felt fluid and clear.

Could you find the information you needed on the interface?

- Wasn't much to gather so yes.

Was there anything about the interface you would change?

- I would say the dash bar isn't necessary, I'd rather make a circle by the corner.

Did anything feel clunky, awkward, or confusing?

- Nothing felt clunky, awkward, or confusing.

Are there any controls or interface features you would like to see added?

- Maybe a jump to jump over traps.

End of Session

Overall, how would you describe this game's appeal?

- Edgy.

Would you purchase this game?

- Yes!

What elements of the game have reacted to you?

- Traps, boss

What was missing from the game?

- A jumpscare

If you could change just one thing, what would it be?

- Maybe adding some more dialogue boxes.

Who do you think is the target audience for this game?

- Teenagers to young adults

If you were to give this game as a gift, who would you give it to?

- My 12-year-old cousin.

Revision Ideas

[Ideas you have for improving the game]