

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

- He actually read the text!
- got hit by trap
- surprised by the dash
- surprised by the timer
- thought he could kill the reaper with trap
- had to take a break from testing for an emergency personal task, picked back up in 20 minutes
- knows that the torch gives more vision
- doesn't know if the dash bar will reset each level, so he stands at exit for a little bit
- having a real hard time with level 3 (skill issue)
- is getting really frustrated by the third level (is really funny)

In-Game Questions

Why did you make that choice?

- why did you keep into the trap
 - missed it (get gud)
- keeps pressing dash when a level start
 - keeps pressing space for the text screens (overlapping input)
- led the reaper into a trap
 - assumed the trap would damage the reaper (counterplay)
 - wanted to use env to advantage

Does that rule seem confusing?

- seemed confusing what the timer is for

What did you think that would do?

- no indication of what the timer would do
 - had a slight clue for game over from the text

What is confusing for you?

- confused about the format of the level, trying to figure it out

Postgame Questions

[Questions you ask the testers as they have played]

Even level 3 is a lot longer, why did it take you so long

- overshot the entrance and the other way is a dead end

General Questions

What was your first impression?

- bit unclear, only narrative no tutorial (wasd was natural)
- didnt know about the dash, was lucky he pressed it to dash

How did that impression change as you played?

- Became more frustrating, third level especially
- slightly scary - music + vision
- drawn into the game with low vision

Was there anything you found frustrating?

- level 3's design/layout
- in some games you were able to dash "through" the monster, gets stopped by shadow in
- monster just one shots you but you have 5 hearts

Did the game drag at any point?

- level 3 too long compared to lev 2 and 1

Were there particular aspects that you found satisfying?

- liked the red blood mark near the exit (good indicator)

What was the most exciting moment in the game?

- when he made it to the end

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

- too short for first 2 levels, too long for last level (aknowleges he died a lot)

Formal Elements

Describe the objective of the game.

- escape without dying to the reaper or spikes

Was the objective clear at all times?

- pretty clear you needed to escape
- unclear about mechanics and timer

What types of choices did you make during the game?

- tried to damage the reaper bc of trap feedback with self

What was the most important decision you made?

- if cornered by reaper, dragged reaper to one direction and dash past in other direction

What was your strategy for winning?

- use dash to get past him, save dash if you dont know where he is, memorize layout

Did you find any loopholes in the system?

- none

How would you describe the conflict?

- conflict was annoying bc reaper was annoying

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?

- timer could be more distinct, tutorial about how to use mechanics (dash and movement), level layout could use stationary objects better

Dramatic Elements

Was the game's premise appealing to you?

- not fun, kept dying

Did the story enhance or detract from the game?

- the story does not enhance the game that well, if you could hurt/damage the reaper it would be better represented

As you played, did the story evolve with the game?

- not really

Is this game appropriate for the target audience?

- good build up of suspense for people who like thriller/horror, but could be repetitive if played too many times
- initially scare, but became annoyed by reaper

On a piece of paper, graph your emotional involvement over the course of the game.

- high involvement at the beginning, after a few attempts wanted to be done

Did you feel a sense of dramatic climax as the game progressed?

- 3rd level was so long the timer enforces more pressure so you actually have

How would you make the story and game work better as a whole?

- represent the story better in the game, make the collision of the reaper smaller because running into him too much

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- movement mechanics not clear

How did the controls feel? Did they make sense?

- unintuitive no tutorials or ways to see how to move

Could you find the information you needed on the interface?

- wanted to see the timer always

Was there anything about the interface you would change?

- timer, was in the bottom middle right of the screen

Did anything feel clunky, awkward, or confusing?

- wanted more spikes in the game

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

-

End of Session

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

- pretty appealing, gameplay is good

Would you purchase this game?

- no, if it had a leaderboard, maybe

What was missing from the game?

- spikes, tutorial, timer

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

- timer being clearer

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

- indie horror

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

- me

Revision Ideas

[Ideas you have for improving the game]

- more spikes
- decrease the hitbox of the reaper (maybe)
- zoom in the text