

# Observations and Playtester Comments

## In-Game Observations

[Your thoughts as you watch the testers play]

Overall, both players seemed to enjoy the game, occasionally getting scared when the reaper entity emerged from the darkness into their pov. It was satisfying to see how engaged they were, especially when they were met with dead ends and the reaper was chasing them. They appeared immersed into our game as seen through the gasps while attempting to escape or frustration when they died and had to restart the game. As one of the game developers, I noticed a few minor bugs during their playthrough. However, the players didn't seem to focus on those flaws as they were simply trying to complete the game.

## In-Game Questions

Why did you make that choice [entered that room]?

player 1: "I like to check all the rooms or exits when playing a maze game because it allows me to be sure that I didn't miss the exit or item that may be essential to the game."

player 2: "I'm checking all corners and edges to make sure that I don't accidentally miss the exit."

Does that rule seem confusing?

player 1: "No I think it is pretty straightforward, WASD to move, space to dash and we are trying to avoid the exit while the entity is chasing us."

player 2: "No, I think the game had simple rules and a direct objective to the game, which is to not die and find the exit"

What did you think that would do?

player 1: "I thought that the torch was an item you could pick up and carry around to light up the screen"

player 2: "I wasn't exactly sure what the black dots on the floor was so I wanted to go over it to see what happened and did not think that spikes were going to come out and hurt me"

What is confusing for you?

player 1: "The most confusing part was trying to find the exit, especially for level 3"

player 2: "Trying to find the exit"

# Postgame Questions

[Questions you ask the testers as they have played]

## General Questions

### What was your first impression?

player 1: "My first impression was the audio, I didn't expect the game to come with audio so I thought I was going to be playing in silence, so it was a nice addition to the game"

player 2: "I think the narrative was a really nice touch as it added story and character to the game"

### How did that impression change as you played?

Player 1: "While I was playing, obviously I was trying to escape but paid extra attention to the audio to see what other sound effects was added to the game"

player 2: "I kinda played the game as if I were the actual character."

### Was there anything you found frustrating?

Player 1: "level 3 when I couldn't find the exit"

Player 2: "I kinda hoped that we could've fought the reaper back"

### Were there particular aspects that you found satisfying?

Player 1: "The dashing animation was quite satisfying. I loved how the character slides across the floor"

Player 2: "finding the exit for each level"

### What was the most exciting moment in the game?

player 1: "completing the entire game and seeing the 'VICTORY PAGE,' especially after finals "

player 2: "completing the game"

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

player 1: "I think it was pretty short, cause most of the games I play take hours to complete, even days. I understand that the game was for a class project so in that perspective I think it was the right amount of time.

player 2: "I think it was about right. level 1 and 2 were relatively fast but 3 took a while"

## Formal Elements

Describe the objective of the game.

player 1: "make it out of the maze/mental facility without dying"

player 2: "find the exit to all the levels without running into the monster or traps"

Was the objective clear at all times?

player 1 and 2: "yes"

What was your strategy for winning?

Player 1: "checked all the rooms to make sure that i didn't miss anything important in the game"

player 2: "avoid the traps and the reaper at all cost and find the exit"

## Dramatic Elements

Did the story enhance or detract from the game?

Player 1: "I like the narrative to each level. I think that it enhanced the game"

Player 2: " I think that the story definitely enhanced the game, it made me feel/play as the character"

## Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

player 1 and 2: "yes"

How did the controls feel? Did they make sense?

player 1 and 2: "yes pretty straight forward"

Could you find the information you needed on the interface?

Player 1: " Yes I had all the information to play the game"

player 2: "although i would've probably found out about the dash, maybe indicated that to dash you use space bar"

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

player 1: "I think that the games control and interface was simple and i can't think of anything at the moment"

player 2: "maybe something with the mouse button to interact with items or attack the reaper"

## End of Session

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

player 1: "I think that the visuals of the game were very simple and the added blood on the floor on the exit was a nice touch"

player 2: "It gave kinda retro game kinda vibes"

Would you purchase this game?

player 1: "me personally, no. I think if this game at its stage right now was put onto steam I would not purchase. Maybe download it for free."

Player 2: "I don't think I would purchase the game, just cause it was relatively short and woud;nt be worth my money, but if it was longer than its possible."

What was missing from the game?

player 1: "check points. I did not like dying then having to restart from the level 1"

player 2: "check points"

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

player 1: "have more items to interact with like power ups"

player 2: "being able to attack the reaper back"

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

player 1: "maybe the younger audience"

player 2: "people who are into horror games"

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

player 1: " maybe a friend"

player 2: "younger brother"

## Revision Ideas

[Ideas you have for improving the game]