

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

- so blind he has to squint to read the text
- figured out spikes are bad
- figured out he could dash
- scared by the reaper (scaredy pants)

- trying to see if he could move besides wasd
- went close to the torch but hasn't figured out it expands his vision
- cornered by reaper and was panicking
- thinks dash is op (too long)
- annoyed by dying to him
- wants to see the actual timer
- wants to track progress

In-Game Questions

Why did you make that choice?

- made the reaper

Does that rule seem confusing?

- unclear how the reaper works

What did you think that would do?

- originally thinks reaper has to slash for player to die, but now just thinks need to collide with reaper to die

What is confusing for you?

- wondering if there are other buttons he could pressed

Postgame Questions

[Questions you ask the testers as they have played]

- why are you drawn to the torch
 - raised visibility
- why do you think level 3 took you so long
 - timer, maze (random chance)

General Questions

What was your first impression?

- aesthetic was clear (and depressing)
- clarity on controls (wasd, spacebar) could've been clear

How did that impression change as you played?

- thought it would be more horror, but just more aesthetically horror

Was there anything you found frustrating?

- level 3

Did the game drag at any point?

- level 3 too long

Were there particular aspects that you found satisfying?

- dash was fun, moving mid dash

What was the most exciting moment in the game?

- dashing and diving into him

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

- level 3 dragged

Formal Elements

Describe the objective of the game.

- yeah, figured out the escape

Was the objective clear at all times?

- at the very beginning no, had to find the exit

What types of choices did you make during the game?

What was the most important decision you made?

- dashing to escape the reaper

What was your strategy for winning?

- keep moving and remember layout

Did you find any loopholes in the system?

- n/a

How would you describe the conflict?

- escape the shadow

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 timer, more torches and a light circle fading mechanism

Dramatic Elements

Was the game's premise appealing to you?

- sees the potential but not at its current implementation

Did the story enhance or detract from the game?

- the story text added to the game feel

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

- not really

Is this game appropriate for the target audience?

- not the scariest thing, but aesthetically matches

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

- initially thought the game was fun novellaly, but wanted to be done

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

- not really

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

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- movement itself and win condition was clear

How did the controls feel? Did they make sense?

- movement was fun

Could you find the information you needed on the interface?

- want to see the timer

Was there anything about the interface you would change?

- timer

Did anything feel clunky, awkward, or confusing?

- the reaper's behavior feels clunky when cornered, hit box felt too big

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

- show the controls (wasd move and dash bar)

End of Session

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

- if you enjoy a challenge and having a time crunch

Would you purchase this game?

- no (lmao)

What was missing from the game?

- timer, ui clarity

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

- timer

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

- people who like adrenaline

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

- the observer (me)

Revision Ideas

[Ideas you have for improving the game]

- ways to make level 3 more interactive/interesting