

Observations and Playtester Comments

In-Game Observations

Player struggled at first to play pass level 1 because they didn't know what they were doing. Game is scary because the monster can arrive out of nowhere. Player couldn't pass level 2. The monster kept killing the player in level 2.

In-Game Questions

What is confusing for you?

It's not very confusing, the game itself is disorienting. Everything makes sense, but it's a hard game.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

It was very spooky, it had a very immersive experience. I like the text that gives a backstory to what is happening, you don't get thrown into the game without having a clue what to do. Super spooky!

Was there anything you found frustrating?

The grim reaper was fast. The light radius made it difficult.

Did the game drag at any point?

No, it was very engaging and quick paced. It was challenging.

Were there particular aspects that you found satisfying?

I like the dash function a lot. Seeing the barr refill was cool. It made you conservant about it.

What was the most exciting moment in the game?

Getting killed by the grim reaper.

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

Just right, but challenging.

Formal Elements

Describe the objective of the game.

Escape and not get killed.

Was the objective clear at all times?

Yes

What types of choices did you make during the game?

I had to choose when to use my dash, and memorize the map a little as I kept dying.

What was your strategy for winning?

None, I tried to escape but failed. Tried using my dash in smart places.

What elements do you think could be improved?

It would be cool if there was a function where you could pick up a torch and lighten it up. Some variation between the trap and monster would be good.

Revision Ideas

- Create different traps