

Observations and Playtester Comments

In-Game Observations

Player was spamming the dash whenever they got it. Took a long time to find the escape for all levels. Got killed a lot since the boss cornered them in the hall or walls. Realized after a bit of dying that the escape was the blood.

In-Game Questions

Why did you follow the blood?

It seemed like the escape was always very close to the blood when I was near it.

Does that rule seem confusing?

Seems like a very simple game but it is very hard to escape.

What is confusing for you?

That the spacebar was for the dash. Once I got it, it made sense.

Postgame Questions

General Questions

What was your first impression?

I really liked the audio and eerie feeling that it caused. The monster is really scary when it pops out of the dark. I wish there was a little more light because it's hard to escape.

Was there anything you found frustrating?

Dying all the time. Resetting to level 1, but after a while I memorized escapes of level 1 and 2.

Did the game drag at any point?

No.

Were there particular aspects that you found satisfying?

The dash, typing text, and the monster swinging.

What was the most exciting moment in the game?

When the monster pops out of nowhere and kills you. Scary.

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

It felt just right because level 3 was really hard (Spent about 6 min on that).

Formal Elements

Describe the objective of the game.

Escape the monster / rooms.

Was the objective clear at all times?

Yes from the narrative.

What types of choices did you make during the game?

When to dash, which way to move.

What was the most important decision you made?

When to dash.

What was your strategy for winning?

Memorizing the maze, dash when the boss is really close.

Dramatic Elements

Was the game's premise appealing to you?

Yes, it looked appealing from the start, the music was nice too.

Did the story enhance or detract from the game?

It definitely enhanced the game, although a little long.

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

Yes, after each level completed, the narrative kept building.

Is this game appropriate for the target audience?

For anyone who likes horror games yes, but not for me.

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

Yes, since the game got progressively harder.

Revision Ideas

Increase more light. Add more levels. Maybe more torches around the map.