

# Observations and Playtester Comments

## In-Game Observations

[Your thoughts as you watch the testers play]

- trying to figure out controls (had to be told what they are)
- went right next to exit, but didnt realize it was in
- doesnt read the text
- figures out the light is the directions hes supposed to go in
- tries to figure out what the torch does
- has dramatic reactions to dying (funny asf)
- did level 3 pretty fast

## In-Game Questions

Why did you make that choice?

- why does he fiddle with the keyboard?
  - doesnt know the controls so
- why do you avoid the

Does that rule seem confusing?

- torch

What did you think that would do?

- thought it would initially kill him, then thought the fire would kill him, then realized it expanded field of view

What is confusing for you?

- no feedback

## Postgame Questions

[Questions you ask the testers as they have played]

- why did you react bigly
  - he just reacts in a grand way but wasnt frustrated

## General Questions

What was your first impression?

- dark asf
- indie

How did that impression change as you played?

- became a little more complicated, felt like it was a puzzle game later (nothing to pick up)

Was there anything you found frustrating?

- sometimes the boss felt like spawn camped you

Did the game drag at any point?

- didn't feel like it was a drag

Were there particular aspects that you found satisfying?

- dash was fun

What was the most exciting moment in the game?

- finding the exit of the first level, the first time (understood the game goal after)

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

- too short

## Formal Elements

Describe the objective of the game.

- escape

Was the objective clear at all times?

- not in the third level, thought he could interact with something

What types of choices did you make during the game?

- ran away from the torch bc it thought it was killing him

What was the most important decision you made?

- didn't think there was a penultimate important decision

What was your strategy for winning?

- hug the walls to build map in head

Did you find any loopholes in the system?

- dash isn't stopped when u hit spikes

How would you describe the conflict?

- "boy vs ghost"

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?

- more interactive elements (environment), fight the reaper

## Dramatic Elements

Was the game's premise appealing to you?

- puzzle solving premise was fun

Did the story enhance or detract from the game?

- skipped all dialogue (net neutral)

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

- didn't know the story

Is this game appropriate for the target audience?

- yes, likes the music

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

- not very interested initially, rose until it plateaued halfway through playing

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

- no

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

- doesn't know the story

## Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- the torch was confusing (confused timer for torch death)

How did the controls feel? Did they make sense?

- movement was fun, they made sense only after I explained controls (initially he fumbled with the keyboard)

Could you find the information you needed on the interface?

- thought blood was just a design chase, could've made exit clearer

Was there anything about the interface you would change?

- movement controls (wasd = move, space = dash)

Did anything feel clunky, awkward, or confusing?

- spike (dash movement continues after, and doesn't always damage)

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

- wants to fight ghost (attack feature), and ghost to spawn in random places

## End of Session

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

- if they like thrill

Would you purchase this game?

- yes

What was missing from the game?

- fight feature

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

- ghost spawning in random places

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

- people who like horror

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

- kyle long (a friend)

## Revision Ideas

[Ideas you have for improving the game]

-