

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

- walks around
- stops at torch
- scared by reaper initially
- didnt know he could dash
- surprised by the reaper
- surprised by the dash mechanic
- says oh frick oh frick

In-Game Questions

Why did you make that choice?

- why did u dash into him
 - thought he could get past him
- doesnt seem to read
 - because i want to start playing the game immediately
- why did you seem to stay in the
 - feel it out for multiple attempts (and lost)

Does that rule seem confusing?

- timer, unclear that each level is timed
- carpet
- didnt know he could dash

What did you think that would do?

- thought that the reaper some
- carpet he spawned on was a check point
- didnt have any clue what the white bar was below the person

What is confusing for you?

- wasnt sure about the objective originally (didnt read), naturally drawn to explore

Postgame Questions

[Questions you ask the testers as they have played]

no prompt on mechanic and movement

- familiar with games, usually 2d games use wasd

General Questions

What was your first impression?

- thought it would a survival horror game

How did that impression change as you played?

- wasn't a horror game meant to scare you, more a thriller cause of tension

Was there anything you found frustrating?

- not really, just a lil lost (doesn't blame the game)

Did the game drag at any point?

- thought that level 3 was big, intentionally (not frustrated by it)

Were there particular aspects that you found satisfying?

- dash mechanic was fun (curve the dash), the movement (juke the reaper)

What was the most exciting moment in the game?

- one time when the reaper swung his scythe twice and missed (bc he was too good for the reaper)

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

- just about right

Formal Elements

Describe the objective of the game.

- to survive and escape

Was the objective clear at all times?

- to survive, very clear
- escape, at the beginning

What types of choices did you make during the game?

- trying to interact (with keyboard) with random things in the room

What was the most important decision you made?

- memorizing the first two levels to easily go back to the third level

What was your strategy for winning?

- trial and error

Did you find any loopholes in the system?

- none

How would you describe the conflict?

- "bro wants to live"

In what way did you interact with other players?

- n/a

Do you prefer to play alone or with human opponents?

- alone

What elements do you think could be improved?

- beginning - should be some way to explain the mechanics
- fix timer

Dramatic Elements

Was the game's premise appealing to you?

- neutral

Did the story enhance or detract from the game?

- enhance, set the vibe

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

- idk

Is this game appropriate for the target audience?

- sure

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

- indifferent initially, increases for a while, then slightly decreases in the middle/end of playtime
- overall positive increase over the course of the game

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?

- fine

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- yes

How did the controls feel? Did they make sense?

- yes

Could you find the information you needed on the interface?

- healthbar, wanted to see the timer

Was there anything about the interface you would change?

- timer

Did anything feel clunky, awkward, or confusing?

- no

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

- no

End of Session

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

- appeals to people who want to get immersed in thriller escape games

Would you purchase this game?

- no, not the type of game you usually play

What elements of the game have reacted you?

- sound - (yippe I did all the sound)

What was missing from the game?

- more ways to lower your hp (more hazards)

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

- add more hazzards

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

- people who like thriller escape

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

- people who like thriller escape

Revision Ideas

[Ideas you have for improving the game]

- the timer ui could be better
- clearer directions on what to do (objective