

Observations and Playtester Comments

In-Game Observations

Player seemed to think that the game was too easy if the player upgrades attack on each level. Balancing looks way off and the game can be cleared so fast.

In-Game Questions

Why did you make that choice?

- Personal player preference of liking to move faster.

What is confusing for you?

- A little confused on how to move through the dialogue and upgrade screens. Wasn't readily apparent where I should click.

Postgame Questions

General Questions

What was your first impression?

- Game looked pretty simple.

How did that impression change as you played?

- Didn't really change much.

Was there anything you found frustrating?

- Got caught on some invisible blocks/walls.

Were there particular aspects that you found satisfying?

- I liked the dashing mechanic and killing enemies

What was the most exciting moment in the game?

- Having unlimited power to just kill enemies in one shot.

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

- The game felt a bit short but you guys are working on more levels so once that problem is fixed I think it'll be fine.

Formal Elements

Describe the objective of the game.

- Clear each room of enemies and go through the door.

Was the objective clear at all times?

- Initially it wasn't because there were no instructions.

What types of choices did you make during the game?

- Determining what stat to upgrade..

What was your strategy for winning?

- Increase attack every upgrade

Did you find any loopholes in the system?

- You could dash through the walls.

In what way did you interact with other players?

- Didn't.

Do you prefer to play alone or with human opponents?

- Play with human opponents.

What elements do you think could be improved?

- More levels and better balancing.

Dramatic Elements

Was the game's premise appealing to you?

- I liked how there was an element of storytelling.

Did the story enhance or detract from the game?

- Enhanced.

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

- Not really.

Is this game appropriate for the target audience?

- Yes.

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?

- Maybe include a boss level?

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes.

How did the controls feel? Did they make sense?

- The controls felt great and they made sense.

Could you find the information you needed on the interface?

- Initially no because there was no how to play menu.

Was there anything about the interface you would change?

Did anything feel clunky, awkward, or confusing?

- Some levels the player and enemies got caught on walls which was abit clunky.

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

- An instructions menu.

End of Session

Would you purchase this game?

- If it was a little more developed and it wasn't too expensive I would consider it.

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

- Balancing for sure.

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

- Anyone who likes rogue like games.

Revision Ideas

[Ideas you have for improving the game]

Observations and Playtester Comments

In-Game Observations

The balancing looks a lot better than previously.

In-Game Questions

What is confusing for you?

- Nothing really.

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- The graphics looked very simple.

How did that impression change as you played?

- The different level designs made the graphics look better.

Was there anything you found frustrating?

- The enemies AI was a bit boring.

Did the game drag at any point?

- After a couple of levels, it just felt the same.

Were there particular aspects that you found satisfying?

- I really liked how I could dash through walls.

What was the most exciting moment in the game?

- Dashing out of bounds.

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

- Game felt just about right.

Formal Elements

Describe the objective of the game.

- Beat all the enemies and move to the next level.

Was the objective clear at all times?

- Yes.

What types of choices did you make during the game?

- Upgrading abilities.

What was your strategy for winning?

- Increasing attack and speed.

Did you find any loopholes in the system?

- Could dash outside of walls and hit enemies without being hit back.

In what way did you interact with other players?

- Couldn't

Do you prefer to play alone or with human opponents?

- Play with human opponents.

What elements do you think could be improved?

- Include a boss level!

Dramatic Elements

Was the game's premise appealing to you?

- Not initially.

Did the story enhance or detract from the game?

- Enhance!

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

- Not really.

Is this game appropriate for the target audience?

- Yes.

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

- Need an climactic boss fight.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes.

How did the controls feel? Did they make sense?

- Felt smooth and intuitive.

Could you find the information you needed on the interface?

- Yes.

Was there anything about the interface you would change?

- The player health bar was little hard to see as you took damage.

Did anything feel clunky, awkward, or confusing?

- Nothing in particular

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?

- Was fun after playing it even though not too interested in the genre.

Would you purchase this game?

- If it was pretty cheap.

What was missing from the game?

- A boss fight.

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

- Enemies AI.

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

- Pretty much anyone.

Revision Ideas

[Ideas you have for improving the game]

- Probably add a boss fight and maybe use a pathfinding AI agent like A* for enemies.