

Recorded Date	Which controls did you use?	How much experience do you have with third-person melee combat games?	Did you understand this prototype's controls?	What was unclear about the controls?	How satisfying was using each combat action? - Attack	How satisfying was using each combat action? - Block	How satisfying was using each combat action? - Parry	How satisfying was using each combat action? - Dodge Roll	How satisfying was using each combat action? - Jump	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Attack	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Block	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Dodge Roll	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Jump	Did you understand this prototype's story?	What was unclear about the story?	How could this prototype improve?	What did this prototype do well?	If there's anything else you'd like to mention, please do so here.		
2021-10-14 9:10:16	Controller	None	Partially		Neutral	Neutral	Somewhat dissatisfying	Somewhat satisfying	Neutral	Somewhat easy	Neither easy nor difficult	Somewhat difficult	Somewhat easy	Neither easy nor difficult	Yes					
2021-10-14 9:05:59		A little	Partially	Parry felt odd, sword would take a while before striking	Somewhat dissatisfying	Neutral	Neutral	Extremely satisfying	Neutral	Somewhat difficult	Somewhat difficult	Somewhat difficult	Extremely easy	Neither easy nor difficult	Partially	They didn't give me hands PeeperHands	The sword combat feels very slow and stops you completely, it feels really sluggish to the flow of the game	I had sword that go swish	An option to click through dialogue would be great, and sensitivity option too	
2021-10-14 9:10:01	Controller	Lots	Yes	It took me a little bit to realize that the wall that came up after blocking was the parry. Also the dodge roll moves the character backwards so it's a little hard to use.	Somewhat satisfying	Neutral	Somewhat dissatisfying	Somewhat satisfying	Neutral	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Extremely easy	Yes		Adding more responsiveness to things like blocking and parrying. It can also use a specific parry animation. It would also be nice to have a quicker start attack using the right bumper. Finally, combat!	The vision was very clear and the opening sequence set up the narrative very well	Same as above. Overall nice progress.	
2021-10-14 10:08:25	Controller	Lots	Partially		Extremely satisfying	Extremely satisfying	Somewhat satisfying	Neutral	Neutral	Extremely easy	Extremely easy	Neither easy nor difficult	Somewhat difficult	Somewhat easy	Yes		Fixing some of the issues with mechanics would help a lot, like the issue with the dodge roll. The intro outcome was cool, but it might help to have some way to manually advance it instead of just waiting for screens to transition.	The intro outcome was cool and really helped illustrate the game's story. The gameplay mechanics were pretty good too with only a few issues that made things more difficult.	The environment and animations added really helped to illustrate what the game is like compared to the last prototype.	
2021-10-14 9:10:04	Keyboard and Mouse	Some	Yes		Neutral	Somewhat dissatisfying	Somewhat satisfying	Extremely satisfying	Somewhat dissatisfying	Neither easy nor difficult	Somewhat difficult	Somewhat difficult	Extremely easy	Somewhat easy	Yes		Some of the collisions felt a bit off. Particularly when attacking. I felt like I should have more reach than I actually did. I think the blocking had a similar issue but to a lesser extent. The controls were floaty at times. Especially when blocking and parrying. I'd find myself overcorrecting. This popped up a little bit with the jumping. I wouldn't go nearly as high as I thought I would. It seemed like I'd stay in the air longer if I held the space bar, but I'm not sure. It's possible I misread that part on the sign. In terms of timing, I think only minor tweaking is needed, mostly with the attacking and the parrying. Sometimes I would break the blue targets before the animation started or I'd have to wait a little longer than I expected for the parrying to work.	Once I got used to the timing, the parrying was one my favorite features. It was satisfying to be able to deflect projectiles and essentially make them my own weapon. The rolling was nicely done. I didn't have any issues with it. I'm excited to see how this will be used in the core game. The controls were also intuitive. There wasn't anything too complicated which helped the onboarding process. I like that fact that I can do a lot without only a few buttons.		
2021-10-14 10:10:01	Controller	Lots	Partially	I can't read. Seemed quite clear but I missed up the two triggers as first	Somewhat dissatisfying	Neutral	Somewhat dissatisfying	Somewhat satisfying	Somewhat satisfying	Somewhat difficult	Neither easy nor difficult	Extremely difficult	Neither easy nor difficult	Somewhat easy	Yes		Environment reacted to attacks with odd timing, attacks and movement generally felt slow and => unresponsive. Parry was quite difficult and felt more like luck when I got it right, though I was missing up the two triggers at that point so.	Neither easy nor difficult		
2021-10-14 10:29:24	Controller	Lots	Yes		Somewhat satisfying	Somewhat satisfying	Extremely satisfying	Somewhat satisfying	Neutral	Extremely easy	Somewhat easy	Neither easy nor difficult	Extremely easy	Extremely easy	Yes		Might of just been me, but I didn't read the parry instructions properly and didn't realize you had to release block to parry instead of block right before like you find in many games. I like the mechanic, maybe make the release point bigger or bolder.	The teaching of the player was great, mechanics were introduced with good pacing and honored the player's skill at each section.		
2021-10-14 10:26:59	Keyboard and Mouse	Some	Yes		Somewhat dissatisfying	Somewhat dissatisfying	Somewhat satisfying	Neutral	Somewhat dissatisfying	Somewhat easy	Extremely easy	Somewhat easy	Somewhat easy	Somewhat difficult	Yes		Hi, Gav here. Took Kyle a lot of this already. I think the prototype would benefit from communicating 'readiness' and 'completion' of actions to the player. Separate from fine-tuning the speed to feel good to the player. I think satisfaction comes from the player confidently using the tools in their toolkit. I was never really confident or sure about the timing of the shield or jump. I would like to see different applications of the attack combat action so that I could assess how that feels versus enemies that are not static and attack me back.	Increased weapon swing speed might make attacking more satisfying. Attack parry timing is a bit strange, with the releasing before the attack hits you.	Pacing was nice, as was the introduction of mechanics. It might even be beneficial to make certain actions be unable to be done until you got to the right spot in the tutorial? Would have to try and see if that feels better. Placing the crystal clusters next to the instructions was good for leading on the players.	
2021-10-14 10:28:41	Keyboard and Mouse	Some	Yes		Somewhat satisfying	Somewhat satisfying	Neutral	Somewhat satisfying	Somewhat satisfying	Extremely easy	Extremely easy	Somewhat difficult	Somewhat easy	Extremely easy	Yes		The dodge roll mechanic worked very well, as did the blocking.		The camera moves really fast for how slow the performed actions are (and the jump feels disproportionately fast)	
2021-10-14 9:28:08	Keyboard and Mouse	Lots	Yes		Neutral	Somewhat satisfying	Neutral	Somewhat satisfying	Somewhat satisfying	Somewhat easy	Somewhat easy	Neither easy nor difficult	Neither easy nor difficult	Somewhat difficult	Yes		A lot of my issues involve with how the game feedbacks information. In some cases, I didn't really understand what actions did what things. For example, the brown stick on the brown wall did damage to me, but I didn't notice that it did damage until my health was depleted down to half. At the same time, I didn't even realized there was a health bar to begin with.	I like how the projectile reflects back when you parry it, and how it disappears when you simply block it. I think it's a great feedback mechanism for when a parry is successful or not.	I like how the crystal explodes. :)	
2021-10-14 10:42:12	Keyboard and Mouse	Lots	Yes		Somewhat dissatisfying	Neutral	Neutral	Somewhat satisfying	Somewhat satisfying	Somewhat difficult	Somewhat easy	Somewhat difficult	Extremely easy	Somewhat easy	Yes		I feel that the roll animation could be drastically reduced in terms of distance. The inevitability frames does not sync up well with the animation, and it was janky to learn the timing of when to dodge.	The attack action could be potentially improved with a bit of directional input to move while attacking, or maybe allowing a dodge roll to cancel the attack. Having no way to cancel the attack or still it at all results in it feeling a bit clunky, and hard to use.	Most things are pretty good, though need some polishing. That, of course, makes sense seeing as this is a playtest.	
2021-10-14 10:43:54	Keyboard and Mouse	Lots	Yes		Somewhat satisfying	Somewhat dissatisfying	Extremely satisfying	Extremely satisfying	Somewhat satisfying	Somewhat easy	Somewhat difficult	Somewhat difficult	Extremely easy	Extremely easy	Partially	I wish I knew more about how I feel about the situation; I remember that your pitch described it as a reluctant hero situation but I felt excited for the opportunity for excitement. Also, I want to know more about the special gem abilities, but I know that it's early in production for that.	The evil log flume was not obviously an enemy, so I wasn't aware that I needed to block it. Also, the second evil log flume but spinning kills you in one hit which is a pain in the ass, considering it's hard to dodge.	The animations and scenery was very smooth and pleasing to look at, most things were obvious as to what their purpose was as I was able to fly through with minimal sign-reading. The parry mechanic worked fantastically, though aiming the dodge and block property is a little rough. I wish I could type around and turn while blocking to aim better, though maybe you can do that and I'm just impatient. Also, the intro is very polished and dramatic which sets the scene well.		
2021-10-14 10:37:40	Controller	Lots	Yes		Neutral	Neutral	Somewhat dissatisfying	Neutral	Neutral	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Yes		There was a delay after clicking and the next piece of dialogue popping up. It wasn't clear if clicking was actually doing anything. Also I don't think I found the ending of the tutorial.	The mechanic are there and really easy to understand		
2021-10-14 10:49:06	Keyboard and Mouse	Some	Yes		Neutral	Somewhat dissatisfying	Neutral	Somewhat satisfying	Neutral	Somewhat easy	Somewhat easy	Somewhat difficult	Somewhat easy	Neither easy nor difficult	Yes		Animation and timing seems to be at odds. Successful collision/jump time feels off.	The instructions were clear, and the environment is good. Narrative intro is solid. The level design is mostly solid. The moderator had to intervene when I got stuck because I didn't get the initial "be device" instruction.		
2021-10-14 10:55:20	Keyboard and Mouse	Some	Yes	The parry felt weird and the movement losing all momentum made the controls feel clunky. Maybe having the parry start when the block is hit?	Somewhat satisfying	Neutral	Neutral	Somewhat dissatisfying	Somewhat satisfying	Somewhat easy	Somewhat easy	Somewhat difficult	Extremely difficult	Extremely easy	Yes					
2021-10-14 10:58:17	Controller	Lots	Partially		Somewhat dissatisfying	Somewhat dissatisfying	Somewhat satisfying	Somewhat satisfying	Somewhat difficult	Extremely easy	Neither easy nor difficult	Neither easy nor difficult	Somewhat easy	Somewhat easy	Yes		The controls need a rework to make all the actions feel more cohesive together.	The walkthrough of abilities as a step by step training module was effective.		
2021-10-14 10:55:52	Controller	Some	Yes		Somewhat dissatisfying	Somewhat dissatisfying	Neutral	Neutral	Somewhat satisfying	Somewhat difficult	Somewhat easy	Somewhat easy	Neither easy nor difficult	Extremely easy	Yes		Make the attack, block animations a bit quicker and snappier. The time it took to attack was about 1-2 seconds, which is slow for melee combat. It would make sense if the weapon the player is holding is very heavy (like a slayer), but the weapon I saw is one-handed, which quite didn't make sense.	The block position looks very awkward: holding the sword on the side would make it easier for the player to hit. Getting the attack range when playing was challenging. When the player is facing the target forward, it looks like the target is right up close, but when the player strikes, the sword doesn't make contact with the target. Maybe improving the camera can fix it.	- The story - The overall control of the controller - walking, dodging, jumping, attacking animation - button keys make sense - objective aesthetics	
2021-10-14 11:02:00	Controller	Some	Yes		Somewhat dissatisfying	Neutral	Neutral	Somewhat dissatisfying	Neutral	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Yes		The dodge roll always going away from where the character is facing feels a little strange. Maybe because I'm used to it going in the direction the player is moving in (like Kingdom Hearts)	Pretty much everything makes sense and is clear even in this early state, besides the block (not parry) tutorial walls.	The directions for parry says that you need to block right when you're about to be hit, which made me think I'd be a right timing. Then I realized the grey cube is the "reflector".	
2021-10-14 11:12:40	Keyboard and Mouse	A little	Yes		Somewhat satisfying	Somewhat satisfying	Neutral	Somewhat satisfying	Extremely satisfying	Extremely easy	Somewhat easy	Extremely easy	Somewhat easy	Extremely easy	Yes		I think there needs to be a more obvious indicator of certain obstacles - I got stuck on the blocking obstacle for a while because I did not know that the obstacle was on a wall. I think it would be better if the "attacking" elements, such as attacking, parrying, and blocking, had an enemy to take down instead of a generic obstacle.	The camera moves really fast on controller so that was a little weird to get used to. Also when I ran then went in for a sword swing, it seemed like all of my momentum was stopped to perform the swing and then you kept moving afterwards. So some sort of momentum transfer or something would I think enhance the smoothness of everything. Another thing was that the parrying wasn't really conveyed very well, I just kinda figured it out by seeing that a shield popped up in front of me whenever you released the blocking button	The goal was very clear and conveyed well to the player. The directions of how to get from place to place were also pretty good so I understood what I needed to do. I just didn't sometimes understand how to do it.	I think this is really good so far! I definitely enjoyed it
2021-10-14 11:13:26	Controller	Some	Yes		Somewhat satisfying	Somewhat satisfying	Extremely satisfying	Extremely satisfying	Neutral	Somewhat difficult	Neither easy nor difficult	Somewhat difficult	Extremely easy	Neither easy nor difficult	Yes				I think this is really good so far! I definitely enjoyed it	

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