Observations and Playtester Comments #1

In-Game Observations

Game seems a little too hard. He gave up on fighting the enemies and just tries to dodge them. Didn't see the torches in the puzzle.

In-Game Questions

Why did you make that choice?

Why did you light the second torch first? Seeing it trying it otu and

Does that rule seem confusing?

Torches seem confusing

What did you think that would do?

"First time I was just excited I saw another torch, wasn't easy to find"

What is confusing for you?

Confusing how to affect torches.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

"Very cool looking. Reminds me of a Zelda sort of field. I like the fact that I have a little sword."

How did that impression change as you played?

"Felt the same way"

Was there anything you found frustrating?

"Speed of the enemies is frustrating. There's a couple places where the enemies have you cornered and there's no way to get away from them."

Were there particular aspects that you found satisfying?

"The puzzle"

What was the most exciting moment in the game?

"Finally getting a kill on those guys"

Formal Elements

Describe the objective of the game.

"I have yet to finish it. I think it's all about timing and frustration"

Was the objective clear at all times?

"No"

Did you find any loopholes in the system?

"Got off the water and skipped the puzzle"

What elements do you think could be improved?

"Slow down the enemies, doesn't have to be a lot. Make it more challenging after finding treasure"

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

"Confused about the cards"

How did the controls feel? Did they make sense?

"They do, for a keyboard based game"

Could you find the information you needed on the interface?

"Yes"

Was there anything about the interface you would change?

"No"

Did anything feel clunky, awkward, or confusing?

"First play through yes.

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

"Make him go a little faster"

End of Session

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

"I would be pretty frustrated if I downloaded this and kept losing"

What elements of the game have resonated with you?

"I would expect more reward once I've accomplished something."

What was missing from the game?

"More rewards for accomplishing something"

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

"The left side torches if nothing else move them a little closer so I see them"

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

"Timekiller game, sitting in airport"

Revision Ideas

Buff the fireballs, they were supposed to be a lot stronger than that. Also move torches to be slightly more visible in puzzle.

(Actually made these changes, being this was the first playtest I thought it was worth it.)

Observations and Playtester Comments #2

In-Game Observations

He fights mele more than other playtesters I've seen. It's a different playstyle and he beat it faster than anyone else.

In-Game Questions

Why did you make that choice?

"Why fight all enemies? Not too difficult"

Does that rule seem confusing?

Does the torches seem confusing? Didn't know how the fireballs worked

What did you think that would do?

Thought the thing at the bottom would take him out of the cave. Thought there was more to left.

What is confusing for you?

The teleport is a little confusing and doesn't play a part

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

"Liked the art. was about what was expecting but still nice"

How did that impression change as you played?

"Didn't change"

Was there anything you found frustrating?

"Didn't get how the torches worked at first"

Were there particular aspects that you found satisfying?

"Enjoyed lighting the torches once figured it out"

What was the most exciting moment in the game?

"Fighting out the fireball across the river"

Formal Elements

Describe the objective of the game.

"Find the treasure in the cave"

Was the objective clear at all times?

No it wasn't. Sign didn't explain it.Cave wasn't visible from the river.

Did you find any loopholes in the system?

"Shooting fireballs while swimming and sword amination breaking swimming"

What elements do you think could be improved?

"Cave closer to river"

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

"Not really. The spells cycled everywhere except room and that wasn't explained"

How did the controls feel? Did they make sense?

"Controls make sense mana seems unecessary. Could have put 1 2 3 on the spellcards"

Could you find the information you needed on the interface?

"Yeah. Could have put the amount of health and amount of mana"

Was there anything about the interface you would change?

"Could have put the amount of health and amount of mana"

Did anything feel clunky, awkward, or confusing?

"The sword feels clunky and awkward"

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

"Not seems like controls are understandable"

End of Session

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

What elements of the game have resonated with you?
"Likes the soft music and just likes rpg games and spells instead of just being a Zelda sword man

What was missing from the game?
"Really short. Part with more combat, different enemy that you have to take on in a different way. Enemy that's immune to melee damage"

If you could change just one thing, what would it be?
"Clear indiciator that enemies are being hit. Damange noise or healthbar"

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

Revision Ideas

I think that we should have health bars for the enemies and also buff the Attack Up spell.

Observations and Playtester Comments #3

In-Game Observations

Gave up on fighting the enemies really quick. Had a hard time getting into the cave.

In-Game Questions

Why did you make that choice?

Why did you make the choice to skip enemies? Because every time I tried to get them they got me.

Does that rule seem confusing?

"Mana costs being similar to the numbers? Seems confusing"

What did you think that would do?

"What did you think lighting torch woudl do? Make rocks happen."

What is confusing for you?

"What is confusing about this puzzle? I don't know where I'm going or hy the rocks are poping up"

In combat room was cofusing where to go

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

"Reminded me of Zelda"

How did that impression change as you played?

"Once I got in cave it rreminded me of pokemon"

Was there anything you found frustrating?

"Enemies were a little too much"

Were there particular aspects that you found satisfying?

"Once I figured out how puzzle works I felt better"

What was the most exciting moment in the game?

"Getting treasure at the end"

Formal Elements

Describe the objective of the game.

"Objective was unclear except for the description on title page"

Was the objective clear at all times?

"I knew I had to go somewhere all the time. But I wasn't sure where"

Did you find any loopholes in the system?

"Health would get stuck at 100% sometimes."

What elements do you think could be improved?

"Wish the enemies were slower"

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

"No, the buttons for the cards got mixed up with how much mana they take"

How did the controls feel? Did they make sense?

"The controls made sense"

Could you find the information you needed on the interface?

"Yeah"

Was there anything about the interface you would change?

"Not have the card pick out of a deck, because I don't know what's in the deck"

Did anything feel clunky, awkward, or confusing?

"The cards switching"

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

"Some description of how the deck works"

End of Session

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

"It's appealing, 6 out of 10"

What elements of the game have resonated with you?

"The water puzzle"

What was missing from the game?

"Treasure. There's a tresure chest but you don't get anything."

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

"The enemies. Number of enemies in first room would make lower."

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

"People who like RPGs"

Revision Ideas

I think making the mana cost more not in the range of the button numbers is definitely important. I also think that explaining how the card system works is necessary. Overall this playtest fit in with the overall consensus that the game should be more accessible.

Observations and Playtester Comments #4

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Although the objective of the game was written on the start menu, the player was confused about what to do in the game.

Does that rule seem confusing?

The rule itself is pretty clear but it could be better if there is an object in the game that points out the goal

What did you think that would do?

I thought the player would find the path pretty quickly.

What is confusing for you?

Since there is no message if the damage has been done or not, it can be a little confusing.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

The graphics look clean. Reminds me of Zelda.

How did that impression change as you played?

Combat was pretty difficult, but the overall experience was good.

Was there anything you found frustrating?

Pathfinding and the beginning was the most confusing part.

Were there particular aspects that you found satisfying?

The puzzle in the cave is a bit difficult but satisfying.

What was the most exciting moment in the game?

When all of the puzzles were solved.

Formal Elements

Describe the objective of the game.

Fight enemies, find paths, and solve puzzles to find the treasure at the end.

Was the objective clear at all times?

It was not clear at the beginning but once I entered the cave, it became clear.

Did you find any loopholes in the system?

There was a bug that made my health bar not go down.

What elements do you think could be improved?

More visual indications to aid the player find paths/solve puzzles.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

The rules are pretty clear and easy.

How did the controls feel? Did they make sense?

The movement felt intuitive. The player moved as I intended.

Could you find the information you needed on the interface?

Health bar, mana, and spell cards were shown on the UI, and it was pretty clear.

Was there anything about the interface you would change?

Enemy health bar would be a nice addition.

Did anything feel clunky, awkward, or confusing?

There were some parts of the game where the character got stuck in between objects.

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

A menu showing what cards I have would be nice.

End of Session

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

Would appeal to the audience who wants a challenge. The graphics are inviting enough for young players.

What elements of the game have resonated with you?

The puzzle part was designed very well. It was satisfying to solve.

What was missing from the game?

Some UI elements like the enemy health bar and a menu for cards.

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

A visual indication that tells what the player to do at the beginning.

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

2D adventure players, Puzzle game players.

For age, everyone above 10 would be comfortable playing the combat and the puzzle.

Revision Ideas

- Visual aids for pathfinding.
- More UI elements like an enemy health bar, and a card menu.
- Sound effects when damage is done to the enemy.
- A game over screen when the player dies.

Observations and Playtester Comments #5

In-Game Observations

The player did seem a bit confused as to what exactly to do throughout the game. At first it was hard for them to figure out how to defeat the enemies, but then they saw how to space themselves. The player had a hard time with the puzzle at first, but soon got the hang of it.

In-Game Questions

Why did you make that choice?

I asked the player why they went a certain direction in the puzzle, and they answered that the path/river kind of led them that way. It was the correct way to go in the puzzle as well.

Does that rule seem confusing?

I asked the player if the rock blocking in the combat room was confusing, and they said that it was a bit confusing because they weren't sure why they couldn't leave the combat room. Eventually they saw that they needed to light a torch to leave.

What did you think that would do?

I asked the player what they thought the torch inside the combat room would do when they lit it, and they said they knew it would do something with the rocks out in the river, which it does. It seemed that the player had enough experience with the torches to know that that one would do something with rocks as well.

What is confusing for you?

I asked the player in general what is confusing for them while they were playing, and they were confused about the objective/point of the game.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

The player said they really enjoyed the visuals and aesthetics of our game. They said it was nostalgic for them.

How did that impression change as you played?

The player stated that they enjoyed the visuals throughout the game, so the impression was kept consistent.

Was there anything you found frustrating?

The player found a few things frustrating. First, they didn't like that the cards were switching without any indication that that would happen. They thought they were going to have the same cards the whole time. They also believed that the tree enemies were a bit strong, as they would kill the player much faster than the player could kill them. They also were frustrated that the fireball didn't one shot the enemies since they were trees. The player also thought that the mechanics were a bit clunky because with a sword, it felt that they needed to be in melee range, but they were able to attack the enemies from more than melee range. The hitboxes weren't clear enough for them. The biggest thing they found frustrating was not being able to fight a boss at the end especially since the last combat room seemed like a perfect set up for the boss fight.

Were there particular aspects that you found satisfying?

The player found the actual abilities very satisfying. They enjoyed shooting the projectiles especially. They also liked the cards idea in general because of how they change the game depending on which cards you have.

What was the most exciting moment in the game?

The player's most exciting moment was fighting the enemies and using the abilities.

Formal Elements

Describe the objective of the game.

The player stated they thought the general objective was to find the treasure.

Was the objective clear at all times?

The player stated that this objective was not clear at all times.

Did you find any loopholes in the system?

The player stated they did find loopholes in the system, such as being able to go through the puzzle without needing the rocks.

What elements do you think could be improved?

The player stated that they would like to see a clear objective from the beginning. They also said they would like to see mana numbers and health numbers instead of just the bar. They also would like to see the hp bars on enemies to know how much health they have. They also wished there was more exploration in the game so that they could see more of the maps. They also thought the card cycle was a little weird at times and would have rather had all cards showing with cooldowns.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

The player stated the procedures and rules were generally easy to understand.

How did the controls feel? Did they make sense?

The player stated the controls felt good, especially since it felt the same as playing games like league of legends (this player mostly plays league of legends) where you use two hands and one hand is on the upper left of the keyboard and controls spells/abilities and the other hand controls movement. They said the controls made sense.

Could you find the information you needed on the interface?

The player stated they could find all the information they needed on the interface.

Was there anything about the interface you would change?

The player stated that they would like to see the interface have health numbers and mana numbers along with the bars, as well as health bars on enemies.

Did anything feel clunky, awkward, or confusing?

The player stated that they were confused about what to do after fighting the enemies that were in the cave. They weren't sure where to go next.

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

The player stated that they would like to see the interface have the number of mana and health the character has and that they would like to have the enemies have health bars.

End of Session

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

The player stated that they thought the game was very appealing, it was just a bit confusing.

What elements of the game have resonated with you?

The player stated that the game's visuals really resonated with them.

What was missing from the game?

The player said that what was truly missing was a boss fight at the end. They also wished they had more of a narrative and maybe even a quest giver to give the game more meaning.

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

The player said that they would like to see a boss fight added to the game.

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

The player stated that they thought the target audience would be people kind of college age or a little bit older that grew up playing top down 2D games like Zelda and Pokemon.

Revision Ideas

After testing with this player, I found some pain points of the game that need to be addressed. To revise the game, I think it would be important to add some kind of instruction as the user spawns so they know what the general objective of the game is and to lead them in the right direction. I think also being able to add some kind of boss fight, even if it is just a room with 10 enemies or so, would help fulfill that final battle need. I think also balancing out the card damages to the enemies total health and the enemies' damage to the character would be important to make the enemies not too strong, but also not too weak/easy to beat.

Observations and Playtester Comments #6

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Trying to swim against the current to get to the other side.

I thought that I could get to the other side by swimming.

Does that rule seem confusing?

Yes, the indication for when you are swimming and walking is not clear.

What did you think that would do?

What is confusing for you?

It was not clear from the start what I was supposed to do.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

Visually looks good, music is nice. Not a lot of stuff to do and slightly unguided.

How did that impression change as you played?

Game clarity worsened as the game progressed. For example the clarity of the torches

Was there anything you found frustrating?

The colliders boxes for the sections of land between rivers were very frustrating as it was very easy to overshoot the bit of land and un up back in the river

Were there particular aspects that you found satisfying?

Spamming the cards was very satisfying.

What was the most exciting moment in the game?

The puzzle elements once it clicked and can see how to rocks lead to a path were a satisfying experience.

Formal Elements

Describe the objective of the game.

Not very clear, follow the paths.

Was the objective clear at all times?

The paths were misleading as sometimes they would lead to inaccessible areas.

Did you find any loopholes in the system?

The ai path finding was easy to abuse with the walls.

What elements do you think could be improved?

The world could be expanded to show where the other paths in the world leads.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

The torches were not a very easy rule to pick up from the cues given in the game

How did the controls feel? Did they make sense?

Did not realize that the sword

Could you find the information you needed on the interface?

Did not realize that the torches were togglable with the fire/wind spell

Was there anything about the interface you would change?

Make interactives more apparent to the player. Some kinda color difference.

Did anything feel clunky, awkward, or confusing?

The transition from swimming to walking was clunky and frequently lead to overshooting the walkway and landing in the river again.

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

End of Session

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

What elements of the game have resonated with you?
The spamming and effects of the spells were satisfying to use and rotate.

What was missing from the game?
A game theme would better tie things together better. The game theme itself feels kinda empty.

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

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

Revision Ideas

[Ideas you have for improving the game]

Observations and Playtester Comments #7

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Moved up the trail of spawn

It looks like a A Link to the past so i thought that moving up would take me to the castle

I thought that I could get to the other side by swimming.

Does that rule seem confusing?

The card mana cost is confusing since it indicates mana, not the button to play.

What did you think that would do?

Lighting the torches would have some auditory effects to let me know something happened elsewhere.

What is confusing for you?

It was confusing where the rocks would show up or how the rocks were relevant to the puzzle.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

It reminded her of classic zelda.

How did that impression change as you played?

The cave made her think of pokemon games.

Was there anything you found frustrating?

The torches and rocks were not a very clear gameplay element. The interaction of the rocks was not very clear and was not made apparent that it was a core element of the puzzle.

Were there particular aspects that you found satisfying?

The firestorm spelll was very satisfying. The text boxes from the signs were nice. The Automatic sign popups were nice since she did not have to have

What was the most exciting moment in the game?

When I realized that I found a bug that stopped me from taking damage.

Formal Elements

Describe the objective of the game.

Wander until you explore all the rooms

Was the objective clear at all times?

No, but became clearer as signs came up.

Did you find any loopholes in the system?

The bug where I found that I was invincible.

What elements do you think could be improved?

The instructions for how to interact with the puzzle

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

The torches were not a very easy rule to pick up from the cues given in the game

How did the controls feel? Did they make sense?

Expected controls for a zelda like game.

Could you find the information you needed on the interface?

The clarity of the spells mana cost is not good. It is not clear that it is mana cost and not button number.

Was there anything about the interface you would change?

The mana UI needs to be made more apparent to let the player know the actually mana cost used.

Did anything feel clunky, awkward, or confusing?

Torches blending into the background was very confusing

Taking damage multiple times felt clunky as the buffer between hits was not made visual

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

Indicators for the mana bar

End of Session

Overall, how would you describe this game's appeal?
Appeals to people who like dungeon crawlers and classic zelda

What elements of the game have resonated with you?
Spamming cards

What was missing from the game?
The game was a bit too open with how many paths lead to nowhere. Felt like there was a lack of direction

If you could change just one thing, what would it be?
Giving the enemies some knockback and visual indicators. It was very frustrating to die due to unclear damage.

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

Revision Ideas

More rooms
Card inventory
Less linear path with more progression
Collectables

Observations and Playtester Comments #8

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Walk towards the house,

The enemies hurt too much I didnt want to die

Wind spell on the torch

It look like it was interactable

Does that rule seem confusing?

The fact that tree don't have knockback is kinda weird

What did you think that would do?

What is confusing for you?

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

Concept is good, cycling the cards in interesting

How did that impression change as you played?

Bugs and hitboxes definitely detracted from the experience of the game.

Canceling attack animations with sliding sword attack was fun some skill involved.

Was there anything you found frustrating?

Lack of response of enemies to abilities. If I hit something it should stutter to indicate that it was hit and gives me some breathing room.

Were there particular aspects that you found satisfying?

Spells were really fun

Speed was fun

Firestorm was really cool

What was the most exciting moment in the game?

Exploring the map, the layout is good but needs more clarity.

Formal Elements

Describe the objective of the game.

Not very clear, explore the rooms but some clarity, in the beginning, would be better. Is it a story or adventure, need something that gives a reason to go to the cave.

Was the objective clear at all times?

No, but became clearer as signs came up.

Did you find any loopholes in the system?

The sword attack animation cancel. It allows you to strafe the animation.

What elements do you think could be improved?

The instructions for how to interact with the puzzle

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes, the gameplay felt familiar and the sign in the cave made the objective clear once the torches were pointed out.

How did the controls feel? Did they make sense?

Expected controls for a Zelda like game.

Could you find the information you needed on the interface?

Mana's cost was not very clear. Mana cost should be blue to indicate that its mana. A number which maps the spell to the keyboard number would be nice.

Was there anything about the interface you would change?

The mana UI needs to be made more apparent to let the player know the actually mana cost used.

Did anything feel clunky, awkward, or confusing?

The sword mechanics are awkward due to the lack of reaction from the enemy.

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

Indicators for the mana bar

End of Session

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

Concept is interesting with cycling cards, basic mechanics need more polish and clarity to make the core elements tighter

What elements of the game have resonated with you?

Exploration was intersting. The possibilities made the prospect of exploring intersting. Not having that was disappointing.

What was missing from the game?

The game was a bit too open with how many paths lead to nowhere. Felt like there was a lack of direction

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

Adding an indicator for sword hits. Damage numbers are satisfying, and right now hitting enemies don't show number s or are satisfying.

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

Kids, are meant for people to try the puzzle, the combat is second to that.

Revision Ideas

More spells that look cool.

Observations and Playtester Comments #9

In-Game Observations

[Your thoughts as you watch the testers play]

In-Game Questions

Why did you make that choice?

Spam movespeed and run into the cave

I thought I could speed run the puzzle section

Does that rule seem confusing?

The edge detection of exiting and entering the water is not clear.

What did you think that would do?

The distinction between where the swimming hit box does not visually match when you start swimming.

What is confusing for you?

The random paths that lead to nowhere.

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

Pretty colors, reminded me of Zelda

How did that impression change as you played?

The cave aesthetic is kinda ugly and drab for the colorful setting of the overworld

Was there anything you found frustrating?

Enemy movement speed is the same as the player making it frustrating when trying to fight them at a distance.

Were there particular aspects that you found satisfying?

Speed was fun

What was the most exciting moment in the game?

Finding bugs in my roommate's code :P, seeing his reaction as I speedran his game.

Formal Elements

Describe the objective of the game.

Was the objective clear at all times?

No, the intended play of the puzzle was not clear.

Did you find any loopholes in the system?

Stacking speed boosts before entering the cave allows the player to completely skip the puzzle.

What elements do you think could be improved?

A loot and inventory system would be nice

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yea, pretty standard computer Zelda like RPG control. Everything is exactly where I expect controls to be for an RPG.

How did the controls feel? Did they make sense?

The controls made sense, but not clicking cards was a bit weird.

Could you find the information you needed on the interface?

Mana's cost was not very clear. Mana cost should be blue to indicate that its mana and the mana bar should have a number on it to indicate the limit.

Was there anything about the interface you would change?

Spell effect indicators. Not knowing the timer was a bit irritating.

Did anything feel clunky, awkward, or confusing?

Lack of knock back in combat

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

Inventory, buttons for cards, mana costs on cards must pop out and have greater contrast

End of Session

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

Being similar to zelda, its appeals to a general audience.

What elements of the game have resonated with you?

Going fast was very fun, movespeed was a fun spell

What was missing from the game?

Inventory system and a greater cohesion to the combat systems. I basically skipped the puzzle entirely since the combat system spells were so easily abusable.

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

Damage indicators. Combat seems like a pretty core feature and not knowing the health or damage of enemies is pretty bad.

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

Everyone, and retro Zelda players.

Revision Ideas

More spells that look cool.

Observations and Playtester Comments #10

In-Game Observations

[Your thoughts as you watch the testers play]

It seems like they are enjoying the game. They are just trying to use knowledge from previous games to adjust the new experience. I see they are trying to explore the map. I think this comes from the aesthetic of the game, which would suggest it is more of an exploration game.

In-Game Questions

Why did you make that choice?

Trying to go off the map: "I have done that in other games like pokemon "

Does that rule seem confusing?

Card Cycling: "I have just never played a game with that mechanic."

What did you think that would do?

Attack up card: "I thought it would make my sword bigger"

What is confusing for you?

Puzzle: "I just don't know what I have to do"

Postgame Questions

[Questions you ask the testers after they have played]

General Questions

What was your first impression?

It looked like pokemon or Stardew Valley (positive impression).

How did that impression change as you played?

The impression of the game became more positive. It was noticeable that there was attention to detail.

Was there anything you found frustrating?

The number of hits to die was very small.

Were there particular aspects that you found satisfying?

Graphics, sound effects, and music were satisfying.

What was the most exciting moment in the game?

The puzzle was very fun and exciting. Rewarding feeling after beating it.

Formal Elements

Describe the objective of the game.

Kill monsters and solve puzzles to get treasure.

Was the objective clear at all times?

Yes, it was. The game seemed linear.

Did you find any loopholes in the system?

No loopholes found other than a few glitches.

What elements do you think could be improved?

The health system should be improved by increasing the number of hits needed to die. Also, make the UI more clear. They thought that the numbers on the cards were the keys on the keyword.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes. They were easy to understand.

How did the controls feel? Did they make sense?

The controls for moving felt fine. The controls for using the cards were unclear.

Could you find the information you needed on the interface?

I felt like I knew how to play just from experience from previous games.

Was there anything about the interface you would change?

Modify the cards design or clarify how to use them from the beginning.

Did anything feel clunky, awkward, or confusing?

The swimming felt a little chunky. It was also hard to know where to go at first.

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

No extra features had to be added.

End of Session

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

The graphics and music are very attractive. They take me back to the gold era of gaming.

What elements of the game have resonated with you?

The music and art. They are similar to other good games.

What was missing from the game?

Initial introduction to controls.

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

The health of the player. Reduce the difficulty.

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

Younger audience.

Revision Ideas

[Ideas you have for improving the game]

I think we should improve the combat system by adding more controls. I think the attack direction and movement should be decoupled.