

## Observations and Playtester Comments

### General Questions

1. What was your first impression?

Cute little game. Legend of Zelda (original) like. Simple character selection with shop-based upgrades.

2. How did that impression change as you played?

Didn't change much.

3. Was there anything you found frustrating?

No persistent map, and no going back. Seems like the only way to get to the shop and upgrade is to die, in which case you lose quite a bit of the money you've acquired (half?).

Also, when you enter a new room, the side you enter from seems to be independent of the direction in which you exited the previous room. This is a little confusing, and it takes a moment to reorient.

4. Did the game drag at any point?

I think it's meant to be a slog of killing lots of enemies and gaining money. I don't think there was more drag than expected for that.

5. Were there particular aspects that you found satisfying?

It takes a few hits to kill an enemy, during which you have to move around and dodge. This creates some satisfaction when you manage to get one, or clear a room.

6. What was the most exciting moment in the game?

Clearing a room, I guess. I didn't play long enough to get what could be permanent upgrades, so it's possible I could have missed that experience.

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

Just about right.

### **Formal Elements**

1. Describe the objective of the game.

Clear rooms and gain character upgrades. No final "win" objective as far as I can tell.

2. Was the objective clear at all times?

Yes. Clear enough.

3. What types of choices did you make during the game?

Not really applicable, though I can see a choice if I played long enough would be what upgrades to buy.

4. What was the most important decision you made?

N/A

5. What was your strategy for winning?

Stay clear of enemies.

6. Did you find any loopholes in the system?

No.

7. How would you describe the conflict?

Stay alive, as dying loses acquired money.

8. What elements do you think could be improved?

Address the frustrations described in general question #3.

### **Procedures, rules, interface, and controls**

1. Were the procedures and rules easy to understand?

Yes.

2. How did the controls feel? Did they make sense?

They were fine, and made sense.

3. Could you find the information you needed on the interface?

Yes.

4. Was there anything about the interface you would change?

Allow keyboard input on menus and windows (e.g. selected item, directional controls, confirm choice via enter or an action key; leave menu via ESC key, or put mark key controls for each choice).

When the shop window is up, the game's pause (ESC) menu pops up below it, and can't be seen. Either have ESC leave the shop window instead in this case, or switch the stacking order of the windows.

5. Did anything feel clunky, awkward, or confusing?

Leaving the shop window. There's an X in the corner of the screen, but it's not very obvious.

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

See above.

**End of Session**

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

Amusing.

2. Would you purchase this game?

N/A. I don't really purchase games.

3. What elements of the game have reacted you?

N/A (question unclear).

4. What was missing from the game?

A way to exit the dungeon, or access the shop from within it.

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

See #4.

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

Don't know.

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

Don't know.

**Revision Ideas**

[Ideas you have for improving the game]

Given in answers to other questions.