

Observations and Playtester Comments

General Questions

1. What was your first impression?

I thought that the game was very impressive.

2. How did that impression change as you played?

The game was even more impressive as I played

3. Was there anything you found frustrating?

The first level was frustrating because I couldn't pass it. There were too many enemies and if I somehow managed to escape the melee enemies, I would be sniped by the ranged ones.

4. Did the game drag at any point?

It was sort of monotonous to fight the horde of enemies.

5. Were there particular aspects that you found satisfying?

I enjoyed swinging my sword and landing my sword on an enemy.

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

The most exciting moment of the game was entering the "dungeon" for the first time. I was really interested to see what the game had in store for me.

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

I would say the game feels a bit too long because even if I somehow managed to kill all my enemies, it would take a long time.

Formal Elements

1. Describe the objective of the game.

The objective of the game is to go through all the dungeons by killing all the enemies in a dungeon before proceeding to the next

2. Was the objective clear at all times?

The objective wasn't explicitly stated in the game, but it was a no-brainer based on how the game was designed

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

I was able to move in 2D from a top-down perspective and was able to swing my sword

4. What was the most important decision you made?

The most important decision is timing the swinging of the sword with the character's decision. Attacking can't be spammed, so the player is vulnerable for a significant duration after swinging.

5. What was your strategy for winning?

My strategy was to attempt to fight each enemy in a one-on-one fashion and prevent myself from being near more than one enemy

6. Did you find any loopholes in the system?

I didn't find any loopholes.

7. How would you describe the conflict?

The conflict is between the character and the enemies

8. What elements do you think could be improved?

The camera could be centered on the player rather than it being in a fixed position.

Procedures, rules, interface, and controls

1. Were the procedures and rules easy to understand?

They were easy to understand.

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

The controls felt natural 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?

I would add that the player attacks in the direction that it's facing

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

No.

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

Perhaps a space-bar to pause the game.

End of Session

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

I found the game very appealing.

2. Would you purchase this game?

No.

3. What elements of the game have reacted you?

I enjoyed the pixelated art and the music.

4. What was missing from the game?

The game needs more pixel art.

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

I would add a way for the player to defend itself, either by parrying with the sword or having a shield.

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

I would say anyone could be the audience. There's nothing that really makes a niche for a certain group.

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

I would give it to my friends because they've played top down 2D games before.

Revision Ideas

[Ideas you have for improving the game]

Give the player a shield or the ability to parry an attack with the sword