

Observations and Playtester Comments

General Questions

What was your first impression?

At first I felt that this game looked well put together, the starting area left a bit to be desired though. I started playing as the knight and his movement and attacks seemed too slow for me, I switched to the sorcerer character and started having more fun.

How did that impression change as you played?

I learned to really like the sorcerer character, as I purchased upgrades the game went a lot smoother for me and I was able to play for a long time without feeling like it was dragging.

Was there anything you found frustrating?

I found it frustrating that i could not attack after I was hit by an enemy, I also felt frustrated that the archers would change the direction they pointed at the last moment and hit me. Another thing that I think frustrated me a bit was how you entered different rooms. when you enter a door on the left and are spawned in the next room somewhere completely different.

Did the game drag at any point?

The game only dragged at the beginning before i could get speed and damage upgrades.

Were there particular aspects that you found satisfying?

I really enjoyed getting a lot of speed upgrades and being able to run around very quickly.

What was the most exciting moment in the game?

The most exciting moment was entering a large open room full of enemies and being able to dash around them and shoot firebolts.

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

The game felt short at the moment. I felt like I had reached the end game after only a couple of runs. I could one-shot enemies and run faster than they could attack.

Formal Elements

Describe the objective of the game.

The objective of the game is to get as much money as possible to upgrade your stats.

Was the objective clear at all times?

Yes it was, as this is an infinite(?) game, I felt that I always knew what was coming next.

What types of choices did you make during the game?

I decided to not upgrade health at all, but instead upgrade speed and then damage.

What was the most important decision you made?

upgrading my damage enough to one-shot enemies.

What was your strategy for winning?

running real fast.

Did you find any loopholes in the system?

yes, you could hide around corners as the sorcerer and the enemies would just walk into your firebolts.

How would you describe the conflict?

The conflict was very simple, kill goblins. There is no story that I could glean from playing.

What elements do you think could be improved?

I think that the timing of attacks and aiming system could be improved. I also think that the map could be confusing at times to navigate.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

yes they were, as someone who has played similar games like Binding of Isaac, I felt that they were self explanatory.

How did the controls feel? Did they make sense?

yes the controls made sense. I wish that I could aim in 360 degrees with a mouse though.

Could you find the information you needed on the interface?

yes all the information was easy to get to.

Was there anything about the interface you would change?

I wish there was a way to change volume of the sound effects and music in the pause menu.

Did anything feel clunky, awkward, or confusing?

the attacking while moving felt clunky because it froze you in place whenever you attack

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

movement while attacking, sound change features, 360 aiming, a map for the dungeon, being able to attack after taking damage/ shorter stun window.

End of Session

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

I would describe this game's appeal as a rougelike, dungeon crawler. good for people who like games such as binding of isaac or possibly even hotline miami.

Would you purchase this game?

no it feels too unfinished for me to spend money on. I also tend not to buy games very regularly anymore.

What elements of the game have reacted you?

I thought that it was very funny when I found out I could keep adding speed to my character, it made for a fun experience while showing some friends what I was playing.

What was missing from the game?

a map system and possibly a bit more customization capabilities

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

I would add a map to the dungeon.

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

indie game enjoyers who need a short game that they can pickup and put down at a moments notice.

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

This game would probably be given by an online friend who understood semi-niche video game genres.

Revision Ideas

[Ideas you have for improving the game]

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