

Observations and Playtester Comments

General Questions

What was your first impression?

First impressions is I was surprised yall actually made a game that was pretty fun and interesting. It wasnt something super basic

How did that impression change as you played?

It kept getting more fun as i passed the levels and used upgrades to help me advance.

Was there anything you found frustrating?

I hated how iforgot about the dash feature so I would be overwhelmed with the enemies. Also some enemies are faster than others so it made me have to use better strategy.

Did the game drag at any point?

No

Were there particular aspects that you found satisfying?

I liked how when i upgraded my weapon power the enemies were easier to kill and to pass levels

What was the most exciting moment in the game?

I liked how I kept working my way through the doors until I eventually collected my coins and started all over

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

The game felt just about right. It is something that can very well keep me occupied for a while and intrigued to keep on playing. Nothing complicated or crazy. Simple and fun to keep me interested.

Formal Elements

Describe the objective of the game.

The objective of the game was to be alive while killing the enemies to advance to another round.

Was the objective clear at all times?

Yes, nothing was confusing to keep me startled from playing

What types of choices did you make during the game?

I just upgraded my weapon power and health to last longer in the game

What was the most important decision you made?

Upgrading my weapon skill because it allowed me to attack and finish my enemies faster

What was your strategy for winning?

Yes, I lasted longer than I thought

Did you find any loopholes in the system?

No I did not

How would you describe the conflict?

No conflict found

What elements do you think could be improved?

Idk how to answer this

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes they were

How did the controls feel? Did they make sense?

The controls made sense and felt right. Using the arrow keys was my choice of preference and allowed me to visually controll better

Could you find the information you needed on the interface?

Yes i could

Was there anything about the interface you would change?

Not at the moment

Did anything feel clunky, awkward, or confusing?

Nope

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

Maybe other features that can be upgraded when attacking but overall a strong foundation to the game

End of Session

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

Interesting, reminded me of an old school era game and I was attracted to it.

Would you purchase this game?

Yea

What elements of the game have reacted you?

How its competitive and trying to reach the next level over and over as it gets harder

What was missing from the game?

Nothing that i can think of

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

Maybe have the characters have different weapons when attacking

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

Ages 13+

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

Anyone in general who likes games and competitiveness

Revision Ideas

[Ideas you have for improving the game]