

# Observations and Playtester Comments

## General Questions

What was your first impression?

Its going to be a shooting attacking game.

How did that impression change as you played?

It remained the same.

Was there anything you found frustrating?aaaa

Couldnt differentiate open areas to move onto new room and could walk diagonoly

Did the game drag at any point?

No

Were there particular aspects that you found satisfying?

The fire shots

What was the most exciting moment in the game?

Killing the bad people

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

Sometimes to short, there shouldve been ability to get hjealth

## Elements

Describe the objective of the game.

To kill enemies

Was the objective clear at all times?

Yes it was

What types of choices did you make during the game?

What ways to go

What was the most important decision you made?

Where to go so that i didnt die

What was your strategy for winning?

Dashing away

Did you find any loopholes in the system?

Not relly

How would you describe the conflict?

n/a

What elements do you think could be improved?

Running diagonally

## 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?

Smooth in a way

Could you find the information you needed on the interface?

yes

Was there anything about the interface you would change?

Diagonal run

Did anything feel clunky, awkward, or confusing?

no

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

Pick up option and healing option

## End of Session

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

Pretty good

Would you purchase this game?

I would download it for free

What elements of the game have reacted you?

Old school games vibes

What was missing from the game?

Diagonal run/shooting and healing.

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

Same as above

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

People who like old school games

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

Probably an older relative who plays games

## Revision Ideas

[Ideas you have for improving the game]

diagonal run/shooting and healing