

Observations and Playtester Comments

General Questions

1. What was your first impression?

It's a great game, graphics are well made, and no bugs

2. How did that impression change as you played?

The controls aren't very obvious from the get go, but you realize you have to click to shoot pretty soon.

3. Was there anything you found frustrating?

The first level, the dungeon is impossible

4. Did the game drag at any point?

No lags were detected.

5. Were there particular aspects that you found satisfying?

The character moves faster than the enemies, which is good

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

The shooting

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

Slightly long, since I could never get past the first level

Formal Elements

1. Describe the objective of the game.

Kill monsters

2. Was the objective clear at all times?

Yes

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

I tried the fire lady then the knight, and the fire lady worked better

4. What was the most important decision you made?

Where to be to save lives

5. What was your strategy for winning?

Didn't win, but running around avoiding monsters can extend your life

6. Did you find any loopholes in the system?

No

7. How would you describe the conflict?

Fast paced

8. What elements do you think could be improved?

The game modes

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?

Yes

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

yes

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

Add controls info screen

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

No, I liked the fact that the dungeon changed every time

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

No

End of Session

1. Overall, how would you describe this game's appeal?
Well done
2. Would you purchase this game?
Maybe not, until it's made easier
3. What elements of the game have reacted to you?
The blood and the swishing
4. What was missing from the game?
The next level
5. If you could change just one thing, what would it be?
The ease
6. Who do you think is the target audience for this game?
8-12 yo
7. If you were to give this game as a gift, who would you give it to?
my nephew

Revision Ideas

[Ideas you have for improving the game]