Observations and Playtester Comments

General Questions

1. What was your first impression?

   The game was super smooth and pretty easy to understand and play.

2. How did that impression change as you played?

   Once the enemies with arrows appeared and the number of enemies increased, it definitely was more challenging.

3. Was there anything you found frustrating?

   The most frustrating part of the game was trying to defeat the enemies with the arrows. I attempted to block the arrows by swinging my sword, but it didn't seem to have any effect. So my strategy was to hide around a corner and take cover and attack them from there.

   Additionally sometimes using CTRL to swing the sword wouldn't work.

4. Did the game drag at any point?

   I did not experience any dragging. Moving my player with the arrow keys was seamless.

5. Were there particular aspects that you found satisfying?

   The smoothness of how the player moved was satisfying along with the visual effects (setting, characters, movement, etc)

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

   I would say killing the enemies was pretty exciting along with collecting the coins, jewels, etc.

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

   The game felt just about right except for when the arrow enemies appeared which I would then die pretty quickly.

Formal Elements

1. Describe the objective of the game.

   The objective of the game was to kill the enemies.

2. Was the objective clear at all times?

   Immediately no as it wasn't told in the instructions but with basic game experience, one could quickly find out what to do.

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

   Whether to attack or run away, which enemy to target, etc.

4. What was the most important decision you made?

   How to attack my enemy

5. What was your strategy for winning?

   Keep a distance from a group of enemies and target them one by one

6. Did you find any loopholes in the system?

   I did not

7. How would you describe the conflict?

   I don't understand the intent of this question because there wasn't any narrative.

8. What elements do you think could be improved?

   I would suggest implementing a movement to block the arrows and being able to attack while moving.

Procedures, rules, interface, and controls

1. Were the procedures and rules easy to understand?
   Yes they were

2. How did the controls feel? Did they make sense?
   The controls were easy to use and understand. However sometimes when I would press CTRL to swing my sword the game wouldn't recognize it, even while I was staying still and healed.

3. Could you find the information you needed on the interface?
   Yes I could

4. Was there anything about the interface you would change?
   There wouldn't be anything in particular that I would change about the interface.

5. Did anything feel clunky, awkward, or confusing?
   Nothing was clunky, awkward, or confusing.

6. Are there any controls or interface features you would like to see added?
   Maybe jumping over enemies and being able to block attacks

End of Session

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

   I would say this game has an aesthetic appeal and also has simplicity when it comes to learning about the game so it's very easy for anyone to pick up.

2. Would you purchase this game?

   Personally not, just because I don't really play online games too much and when I do I prefer story based games.

3. What elements of the game have reacted you?

   I don't understand the question

4. What was missing from the game?

   I don't think anything is missing from the game

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

   I would add more controls for movement

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

   I think the target audience is recreational gamers

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

   I would give it to some of my other friends who are into gaming more so than me

Revision Ideas

[Ideas you have for improving the game]

Just adding controls for block arrows and jumping!