

Observations and Playtester Comments

General Questions

What was your first impression?

It was a bit frustrating as I'm the type of person to not read a written tutorial to have no idea how to attack as soon as I go into the first room.

How did that impression change as you played?

As I figured out how to play around some of the restraints it was enjoyable.

Was there anything you found frustrating?

There is no tutorial when you launch the game.

Range on the sword feels low.

The control scheme feels strange with mouse and keyboard especially with the pointer showing it makes me think that I should be swinging where my mouse is pointing, consider turning off the pointer when the window is selected.

Additionally consider making "enter" attack instead of mouse click so the aiming schemes can be full keyboard, arrows+ctrl or wasd+enter.

I can't destroy the statues in the final room.

The door visual for the back wall where you entered was confusing because it differed from the side hallways and the bottom hallway convention.

I got lost a lot and had no idea what rooms I had been in or not.

Did the game drag at any point?

Not really.

Were there particular aspects that you found satisfying?

The sound design was satisfying.

What was the most exciting moment in the game?

Getting to the final room, collecting those coins and then buying your upgrades.

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

Felt just right. Like a good tech demo of something that could be more.

Formal Elements

Describe the objective of the game.

Clear rooms and get to the final reward room, repeat using earned gold to become stronger.

Was the objective clear at all times?

Yes.

What types of choices did you make during the game?

Ways to optimally kill goblins without getting hit.

What was the most important decision you made?

Which character to play.

What was your strategy for winning?

Killing the enemies.

Did you find any loopholes in the system?

AI would act in strange ways around corners so it was easier to play those.

How would you describe the conflict?

Doesn't really feel like there was a conflict that was explicitly stated but it felt like it slotted in nicely with the expectations of the genre.

What elements do you think could be improved?

The game has a solid foundation it feels like it just needs to improve some gameplay feel with the combat and then they can look to add more abilities that raise the skill ceiling of the game.

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

Yes.

How did the controls feel? Did they make sense?

Somewhat I felt that the mouse control to attack was dissonant in some way to how I expected it to work.

Could you find the information you needed on the interface?

yes.

Was there anything about the interface you would change?

Make the health bar more visible, it was in the upper left corner. Maybe outline it and bring it to the bottom center.

Did anything feel clunky, awkward, or confusing?

The range on the knights sword felt low. Not being able to move and attack at the same time didn't feel great. Not being able to attack during invincible frames after getting hit didnt feel great either.

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

a minimap for sure

End of Session

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

It's cute and the sounds are nice.

Would you purchase this game?

Probably not but it's close to being a game I would buy for about a dollar.

What elements of the game have reacted you?

What was missing from the game?

Maybe some more ability upgrade options.

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

Add pits that you have to dash over.

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

18 to age 40 males especially those who consider themselves 'boomers' in the gaming space

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

One of my friends.

Revision Ideas

- Tutorial section to teach controls dont rely on a how to play section for players who like to jump in and learn as you go