QA Results 2

## Movement

It was for all an improvement. Jumping still feels somewhat “floaty”. Acceleration should be tuned with.

## Dashing

It is disorienting, yet also not currently useful.

## Understanding how the shooting works

## Shooting

The players liked the way shooting works right now, wishing only we would give some more feedback (understanding that it’s on the works)

## On Enemies

Enemies feel like too small a threat at the moment. A general consensus was a wish for more game juice (visual and auditive positive feedback).

#### Any ideas on how we can prevent/unencourage the player from rushing through enemy filled areas?

2 Playtesters recommended making the enemies more challenging

And 2 other playtesters suggested adding a reason to destroy them/making destroying them the optimal strategy.

## All Playtesters Liked The Bow Placement:

One said they didn’t like the transparency of the hand.

## Which Quality of life features do you think are vital for stage 2?

*yikes*

## How do you feel when you go through the level? What do you think should this building represent?

“I feel a bit small and lost. Is it a metaphorical question? It's hard to tell right now since there is almost no color or texture. But I'm getting spacey vibes from it. Like a big space cathedral. I'd go to a space cathedral.”

“It does give of sci-fi vibes but not the temple-religious vibes I remember you guys wanted to go for”

“Liked the detailed architecture, ceiling grids, columns, etc. But it's hard to assign it a feeling other than grandeur and style without any additional context or lore I guess”

## Intermediate Presentation

They generally all thought it was well structured, and understandable. Giving the recipient all the necessary information.

No one suggested anything to improve.

## No Bugs found (yay!)