**Test No:** 01

**Build:** alpha 1.0.11

**Data:** 26/04/2021

**Tester Name:** Max Larkin

**Observers Name:** David Conway

**Start Time:** 17:40

**End Time:** 17.46

**Endnotes**:

* liked the intro
* Liked the highlight
* Confused why both players were blue

Q/A:

**1. how long did you think you were playing:** 10

**2. did you understand how the combat system worked:** yes

**3. what was your favourite element of the game:** how easy it was to get into a game

**4. what was your least favourite element of the game:** the lack of turning, found the hit detection was off

**5. what did you think of the movement system:** pretty good, not motion sick, like the model moving

**6. did you encounter anything unexpected:** no

**7. did all your hits that you felt should hit actually land:** no, some did not land as expected

**8. did all the attacks you thought you had blocked actually get blocked:** yes

**9. is there anything you would add remove or change:** add different sound effects depending of attack and more distinct sounds,

**10. what if any game dose this game remind you of:** narwals

**Other comments**:

Understood highflying

Reminds him of arcade games.

Finds it intuitive.

“ lack of turning made it hard to block”

**Observations:**

* Found the game easy to understand
* Had issues with the turning
* Preferred to use stabbing rather than slashing
* Could not distinguish between some of the sound types
* enjoyed the fast-paced nature of the game

Conclusion

The core functionality worked fine, with the only major issue being the lack of snap turn feature, the sounds need to be more distinct and easier to tell apart, also need to add more scenario-based sounds.