**QA Testing Data**

RED – Urgent Issue

YELLOW – Common Problem between testers

GREEN – positive Feedback

ORANGE - Stand Alone issue.

Tom McNeil – 21337819

Observations:

* Environments look great.
* 2D artwork looks fantastic.
* Menu screen and character selection looks good.
* On occasions (Usually in the witch Hut) The selected player character does not spawn in.
* No matter which character the player chooses, in the tavern and bookstore the dog spawns in.
* Combat difficulty did not increase (Witch Hut). Only one mushroom enemy spawned in on all 4 of the combat encounters.
* Scale of the player characters and enemies needs adjusting. Camera angles need adjusting.
* Player characters are too dark in certain scenes. (Witch Hut and bookstore).
* Not clear what the top left bars are (Mainly the Purple one).
* No indication on how to Open the Inventory.
* Couldn’t finish the combat encounters in the bookstore and Tavern as I was not able to select which enemy I wanted to target.
* Sometimes enemy health doesn’t go down, Unsure why.
* Clear lack of visual player feedback.
* Riddle is nice.
* When items are used, they disappear, okay for some however if riddle is used or paper scrap the player might not be able to remember the task at hand or keycode.
* Rather easy. Can spam shield if no attacks and gain 200+ Shield.

Louis Heath - 21331007

Observations:

* Likes Menu and fonts.
* Likes the ability to choose own character.
* Different characters should impact the game / have unique abilities.
* Had no idea to use WASD to move around.
* Likes the selection glow.
* Environments and backgrounds look great.
* Had a look around the room before entering combat, tried to enter password but upon trying to back out / exit typing the game stopped working.
* “enemies don’t do anything”, Enemy turns should take longer.
* Would like / benefit from some sort of tutorial or explanation on what to do.
* The game uses / discards card when no enemy is selected but does no damage.
* Difficultly meter isn’t working.
* Inspect items after using it crashed the game.
* Not clear what top left bars are.
* Player character didn’t spawn in.
* Lack of direction and Player feedback.
* Can spam shield.

Ben Smart – 21338074

Observations:

* Found it very confusing.
* Couldn’t see own character and found it hard to see the enemies.
* Didn’t know when it was the enemies turn.
* Likes the visuals.
* Characters looks great.
* Likes the big red moon.
* Lack of visual feedback.
* Items disappeared after usage and didn’t memories the contents.

Oliver Merriden – 2134802

(only played up to witch hut and bookstore)

Observations:

* Player character didn’t spawn in.
* Couldn’t see what was going on.
* Levels look great.
* Didn’t know when it was his turn.
* Couldn’t click on some of the enemies to attack them.
* Didn’t know how to open inventory.

Jakub

Observations:

* Would like a tutorial.
* When you try to enter the password, it locks you in
* Would like combat mechanics to be explained. (stop the player attacking if enemy isn’t selected)
* Player has 3 mana but can use 4 cards.
* Didn’t know what purple bar was.
* Cap the amount of shield.
* Scaling and positioning of characters and enemies.
* Sometimes enemies are unkillable.
* Would like the game to explain every minigame in main menu.
* In the last level you can use cards even if you don’t have mana.
* If you select an area in the book, you can’t quit or go back.

Shawn

Observations:

* Likes the artwork, characters look nice.
* Menu and character selection look good.
* Likes witch hut scene
* Riddle is nice.
* Levels look good.
* Should be a guide on what controls to use.
* Should be an exit button.
* Some enemies couldn’t die.
* Can’t see the enemies in the witch hut
* Easy to spam attacks.
* Unclear on the top left bars.
* Cup game didn’t work.
* Difficulty meter didn’t work.
* Cards are covering half the screen.
* Character didn’t spawn in
* Animations and visual feedback needed.

QA test Build 2

Tom McNeil - 21337819

Observations:

* Like the new controls menu and pop-up controls.
* Scaling and camera are much better.
* Animations look great.
* Would still like some combat guidance if possible.
* Enemy should actually have a turn.
* Fireball sometimes didn’t work or sometimes even acted as a “shove”.
* Some enemies still unkillable in certain scenarios.
* Card Animation still plays and discards cards even if player has no mana and cards have no effect. (got stuck in tavern)
* Difficulty meter not working.
* Some cards (mainly fireball said I didn’t have enough mana even though I did.

Adam Axnix

Link to playtest run-through: <https://stummuac-my.sharepoint.com/:v:/g/personal/21357343_stu_mmu_ac_uk/EQSOXB-WkMZEvtf0FpBuwrABd5lfs5Ukxb4_zjilWci1Dw?nav=eyJyZWZlcnJhbEluZm8iOnsicmVmZXJyYWxBcHAiOiJPbmVEcml2ZUZvckJ1c2luZXNzIiwicmVmZXJyYWxBcHBQbGF0Zm9ybSI6IldlYiIsInJlZmVycmFsTW9kZSI6InZpZXciLCJyZWZlcnJhbFZpZXciOiJNeUZpbGVzTGlua0NvcHkifX0&e=ACEvUo>

Observations:

**Hub area**

* Using W to select the book felt unintuitive, maybe label it differently instead of “wasd to move” as it wasn’t clear that that was intended as movement rather than selection.
* I got stuck when I clicked on the door, it wasn’t easy / clear how to leave the enter password bit.
* There was no punishment for just clicking on all the potions to find the correct one, making it very easy to get the key and making the first area futile.

**Combat**

* It wasn’t clear that I had to select the single enemy to attack him. Perhaps auto select one of the enemies at the beginning of combat.
* Also having to reselect enemies made it frustrating as it was very easy to forget to do so and waste a card. Maybe don’t allow cards to be used if no enemy is selected?
* A lot of the time there was no option to attack so I ended up having to just use cards for the sake of opening up a slot.
* It’s also unclear how much mana each card requires to be used. On second looks I assume it’s the colour, but this isn’t communicated anywhere I don’t think (I may be blind)
* Fireball was very temperamental and only worked maybe 20% of the time.
* When I started area 2, my health was at 0. Using the shield card fixed this.
* 2 of my character sprite were visible on the left, only 1 animated, however.
* I had only selected the larger enemy to attack, however the small one died first after not visually losing any health.
* I got stuck for a while waiting for a damage card to appear. I had no use for the other cards as I was max health with 40 purple points (not sure what it is) and the enemy was only 1 hit away. I spent quite a few turns just burning cards. The issue was made worse by fireball not working, however.

Courtney Roberts

Observations:

* Would like some combat guidance.
* Would like some storytelling / lore. (game information and purpose why/where/when etc)
* Cost of mana is difficult to see.
* Was waiting a while to get attack cards.
* Fireball doesn’t always work.
* Cool level design and environments.
* Shader looks good.
* Character designs look good.
* Wasn’t clear to press W to go into the book.

Rhys Shaw

Link to playtest runthrough:<https://stummuac-my.sharepoint.com/:u:/g/personal/21343425_stu_mmu_ac_uk/Ed6LzrWOTjJEjptiHuVP_6MBFyJnvF6kW1fELTOy795UwA?e=zIuZnA>

Observations:

* “I really like the visuals, especially the shell-shaded room with the pentagram.”
* “The controls screen was a good touch, though I’d suggest having LMB and RMB next to each other for consistency.”
* “As you can see in the video, I’m not exactly sure what to do, so a text screen that pops up when you start the game and explains the premise and what to do next would be great, could possibly be a narrator if you didn't want a text screen.”
* “A combat encounter tutorial would also be great to add, for example i didn't realise you had to select a target at first.”
* “Some of the cards don't appear to have any effect, I'm not sure if I messed this up by not selecting the enemy but because of the technical issues I couldn't finish the game.”

Jakub

Observations:

* sometimes spamming cards while animation allows player to instantly kill enemy.
* player does no damage unless he selects enemy (if not changed at least should be clearer)
* spamming cards while in animation allows player to use up more cards (for most of the time extra used cards tend to do nothing just be used)
* choosing card while skipping round makes the card do nothing while using it.
* fireball doesn't work sometimes.
* after using a shove in the next round or two the enemy should come back to its original place so when you use shove next time or 3+ it would be more organized and visible
* the shield should have a cap (so it doesn't go up above 10)
* cards sometimes glitch and use abilities which are not on the cards (I used frost, and it shoved the enemy)
* sometimes player starts with 0 hp (in library) then after round ends sometimes it gets fixed sometimes it doesn't.
* sometimes you can’t use fireball when you have enough mana.
* on the version used (newest) in the library I got the two main characters
* when player dies it removes the character but doesn't end round
* not sure if it works like that but when I died it gave me second life (it was in library)
* bomber enemy is not killable (you can’t select if and if you try it shows 'don't kill me' message)
* explain what to do with 3 keys.
* boss character doesn't even feel like the boss since it has the same amount of health.

Shawn:

Observations:

* We need an exit button to exit the game whenever we want within the game.
* When you go to the bookstore level, one of the enemies cannot be killed.
* Some of the fireballs don’t necessarily do damage.
* There is a mana bug.
* In the witchhut, you can click all the cards and they will disappear.
* When a character dies, the game doesn’t end, nor does it go back to the main menu.
* 2 player characters spawn in the bookstore.
* The bookstore level doesn’t show the true health and shield points, nor does it show the mana points.
* Bomber us unkillable.