**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.