

The background is a deep blue and purple gradient, resembling a night sky with a starry pattern. On the left side, there are several white, semi-transparent circular and arc-like graphics. These include concentric circles, arcs with arrows indicating direction, and a large arc with numerical markings from 140 to 260. The overall aesthetic is futuristic and technological.

KARAXIA

REVIEW OF KARAXIA

What was envisioned

- Platformer with fun physics-based puzzles
- Challenging enemies
- A compelling narrative
- A likeable hero

What we have today

- I made some falling rocks, and some vines. Lots of jumping.
- Only one enemy, and it can't even move.
- Who needs a story?
- The PC has the weirdest running animation.



TRAILER AND DEMO TIME

USER TESTING - DEMOGRAPHICS

I tested my game in a pool of 6 users, all of them were my friends or roommates

I had:

- Three male and three female
- Three self-subscribed gamers and three non-gamers.
- All within 20-23 years of age.

USER TESTING

Some of the written feedback I received was:

- No visible Health bar, didn't know they would die so quickly.
- There was too much jumping, and not enough positive reinforcement
- The enemies "Needs to Chill"
- And absolute distress when they discovered they could come back to life by pressing escape. Once they figured this out, most of them proceeded to use it to their advantage, and then complain to me that they felt like cheaters, like it was my fault.

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While this may seem low, Death Stranding got a **6.8** on IGN.



Coming for you Kojima

USER TESTING

When asked to choose between either:

A) Playing Karaxia again

Or,

B) Having each tooth removed with a power drill

USER TESTING

A whopping 100% said they **would** play Karaxia again!



THANK YOU!