

### 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.



## USER TESTING - DEMOGRAPHICS

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

I had:

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

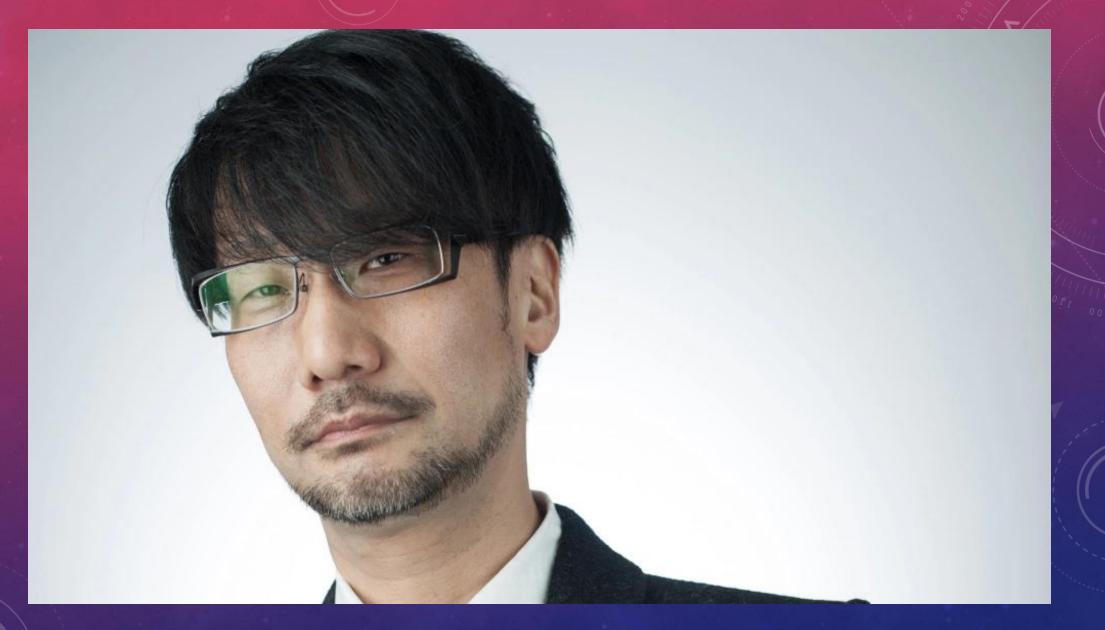
#### Some of the written feedback I received was:

- No visible Health bar, didn't know they would die so quickly.
- There was too much jumping, and not enough positive reinforcment
- 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.

When asked to score my game on a 1-10 basis I received an average of **5.9** (given one user gave the game a whopping 1)

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



Coming for you Kojima

When asked to choose between either:

A) Playing Karaxia again

Or,

B) Having each tooth removed with a power drill

A whopping 100% said they would play Karaxia again!

