Playtest results

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| *Negative comments* | *solutions* |
| Goal has to more clear | Create dialog (short trailer) |
| Player wanted more visuals | Create visuals |
| It was difficult because there was no layout yet. | Create a map in which you are playing (visuals) |
| Doesn’t show the insanity of the character | visuals |

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| *Positive comments* | |
| Fun to play | Depending on the player, it is easy or hard |
| It is replayable | Music is greatly liked |
| the game is fair | Great story |

*Some advice we received*

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| The age for the game is somewhere between 12+ and 18+ | Create a key to get to the next area |
| Have multiple weapons to chose from | Aim and move combined |
| Create easy to use mechanics so you know what to do immediately. | The difference in enemies, smart and slow, dumb and fast. |

*What we ended up using in our game:*

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| We created more weapons |
| Added visuals of course |
| Tried to get a more insanity insight in the game. |
| Make a easy to handle controller. |