

The Dark Arts - Alpha Playtest

30 Novemeber 2022

		The Aesthetics are Nice and Appealing	I liked the the Feel of the Movement in this game	The Camera distance was:	Overall I felt the Casting was Easy to use	I found the Difficulty of the game too hard	Overall I Liked the User Interface (HUD)	I thought the Enemies responded to the Player well	Overall I Liked the Level Design	Overall I Felt that I could Achieve what I wanted in the game	Overall I enjoyed the Experience of the Game
Playtester #	Name	Q1	Q2	Q3	Q4	Q5	Q6	Q7	Q8	Q9	Q10
1	Nickita Kolesnikov	3	3	4	3	1	3	3	3	4	4
2	Joshua Richardson	4	4	3	4	1	3	3	2	3	4
3	Matthew Duffin	3	1	3	5	1	3	4	4	5	5
4	Erin Hogan	4	3	2	3	3	4	4	4	3	4
5	Dylan	4	4	3	4	2	3	4	4	4	5
6	Nikita Ziharev	3	4	3	5	2	3	4	4	3	4
7	Josh Dinkon	4	4	3	5	1	4	5	5	4	4
8	Unnamed	3	2	4	2	3	3	4	2	1	2
9	Oscar Jarvis	4	5	3	4	2	4	3	4	4	4
10	Arthur Lopes	2	2	3	5	3	4	4	4	4	5
11	Lauren Morgan	5	2	3	2	2	4	4	5	5	5
12	Kieron Duffy	5	2	3	2	4	4	4	5	2	5
13	James Keogh	5	3	3	4	1	4	3	5	5	5
14	Jess	5	5	3	5	2	4	5	5	5	5
15	Serena	4	2	3	5	3	4	4	4	3	5
16	Unnamed	4	4	3	4	3	4	4	4	4	4
17	Rachel	4	4	2	5	1	4	5	5	5	4
GROUP AVERAGE		3.882352941	3.176470588	3	3.941176471	2.058823529	3.647058824	3.941176471	4.058823529	3.764705882	4.352941176
GROUP MEDIAN		4	3	3	4	2	4	4	4	4	4

- Answers Key
- 1 = Strongly disagree
- 2 = Disagree
- 3 = Neither Agree nor Disagree
- 4 = Agree
- 5 = Strongly agree
- Except for...
3. The Camera Distance was:
- 1 = Too Far
- 2 = Slightly Too Far
- 3 = Just Right
- 4 = Slightly Too Close
- 5 = Too Close

Player Suggestion Feedback &	Other Feedback	
1. Movement felt too slow	11. Different enemy types (fire, earth, air, water)	2
2. Add Tutorial	3 12. Easily overwhelmed with enemies	1
3. Increase Difficulty	3 13. If a spell is cast near an enemy, alert them	1
4. Add more spells (Ice, Shadow, Knockback, All4)	1 14. Earth spike should stick to the enemy	1
Illusion, Dark/Light, Shield, Dark Magic)	15. Fire could be an explosion circle	1
5. Using WASD is difficult for elements	5 16. Didn't know what the enemy was	1
6. Have the enemies fire projectiles	4 17. Show controls on screen / hard to remember	2
7. Remove most of the Reading	1 18. Didn't know how to combine spells	2
8. Casting order shouldn't matter	1 19. Confused of how to cast/move at start	2
9. Air spell is overpowered	3 20. Make water spell faster than player	1
10. Should only be able to cast one spell / Avoid	1 1. Likes mix & match spells combinations	3
Spaming multiple elements at once	2. Favourite game so far	4
	4 3. All the elements were unique and useful	1

\*Number shows the amount of testers who gave the same suggestions