

Kira: Gave mostly positive feedback. Complimented the artstyle and was very impressed. Criticized the controls a bit, said they were a bit tricky to use.

Takeaways: Rearranged control scheme.

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Kylie: Encouraged me to continue, helped me multiple times with what direction to take the game. Hasn't playtested the current version, but helped get the game to the current state with guiding questions and a few long talks about what I want the game to be.

Takeaways: Helped with the game's direction, has been the longest encourager of the project.

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Ohm: Played the game, commented about the monster design, didn't really give much feedback though. Nothing truly notable.

Takeaways: I think I'm doing well?

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Shane: Played the game, asked why it wasn't harder. Told him the game was in a very editable state.

Takeaways: Prior build of the game had difficulty problems. This build of the game has long since been abandoned.

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Gerrik: Most frequent tester. Has given much feedback, including character design, difficulty adjustments, and made sure to test out each character before asking questions.

Takeaways: Small edits and tweaks, all for the best. Made me feel like I'm doing a good job.

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Mo: Was impressed with the build given, after I fixed the damage scaling. Felt the gameplay was too slow and easy.

Takeaways: Upped enemy hp and spawn rates, and retested with subject. Had a lot more fun with the game.