

Feebl Back

Fragile

Your email address (13639@ait.nsw.edu.au) was recorded when you submitted this form.

Did you enjoy the game?

☒ Yes

☐ No

What did you enjoy about the game?

How simple the combat was compared to most other fighting games, but also having the very intentional hidden frame perfect moves gives the game some complexity

Were teh mechanics easy to understand

☒ yes

☐ no

did you enjoy the animations?

	1	2	3	4	5	
Shit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Good

Did you ejjoy the movement

	1	2	3	4	5	
Shit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Good

Is there anything you'd like to see in the game?

Maybe a few more mechanics that seperate the charters a bit more, like giving the fighter more health, or the archer a ranged attack, to give them some more identity

Anything you did not like in the game

Apart from the bugs the game was somewhat enjoyable

Thanks *

☒ No worries king

Thanks for filling in [The Last Ascension](#)

Here's what was received.

The Last Ascension

Alpha Gameplay

Your email address (13639@ait.nsw.edu.au) was recorded when you submitted this form.

What was your overall experience of the game?

1 2 3 4 5 6 7 8 9 10

Not great ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ Super fun

What was your favorite moment or interaction?

The initial one on one fight us great, the map layout I find is easy to move around and intuit, the barrels are placed in a good spot so they don't clutter to much space, the first initial rounds are probably the best part

What was your least favorite moment or interaction?

When the ascension rounds take place, while I do think the rounds will probably be a bit more balanced when it comes to having multiple people, I do think the ascended player weirdly comes with a disadvantage of being a bigger target and the health not really compensating for it

Did the game progression feel good (rounds)

1 2 3 4 5 6 7 8 9 10

Too fast, not enough time for gameplay ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ ☐ ☐ Too long

Were there any bugs? What are they?

When I would pick up a new weapon it would take away my ability to shoot, other wise non that I could find

If there was something you could change, what would it be?

I would probably just make the ascended player a bit more tanky, make it feel more like a boss fight

Is the level too big or too small

1 2 3 4 5 6 7 8 9 10

Too Small ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☐ ☐ ☐ Too Big