Escape From Hell Playtest

**Overview**

Escape From Hell is a top down action RPG where the player goes through 2 levels of demons and a overworld to get keys and weapons to unlock the door to the boss and defeat it.

**Expectations**

I expect 1 of the bigger points the testers will look at will be the lack of art, the missing explanation of how to swap weapons or the boss enemy not having a health bar

The feedback i’m most focused on will be about the controls of the character as well as feedback on the boss fight

**Results**

People would prefer a dark horror like artstyle for the game with more enemies but most notably an enemy that will move around while shooting.

For the character controls, movement and shooting seems to be fine but the sword is a clunky weapon that doesn’t seem to work a lot of the time

There are also a lot of suggestions for a health bar for the boss enemy and explanation on how to swap weapons.

**To Do**

Adding a health bar to the boss enemy, an explanation for controls on how to swap weapons and fixing the sword are the main concern.

An update to the art and new weapons/powers are something left to be done at a later time when the base part of the game is more completed.