Isaac of Binding Playtest

**Overview**

Isaac of Binding is a top down dungeon crawler game where the player goes through rooms filled with enemies & obstacles to find keys to open doors to progress through the dungeon till they reach the magic circle at the end of the dungeon.

**Expectations**

I expect 1 of the bigger points the testers will look at will be the lack of art, the lack of enemy diversity and the fact the rooms are all lined up in a straight path.

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

**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 seems to be fine for most but shooting feels a bit slow.

There was also multiple suggestions of a harder difficulty for the game and rooms to branch out instead of going in a straight path.

**To Do**

Making the shooting feel faster, upping the difficulty & adding a new enemy as those 3 seem to be the main suggestions among the testers.

An update to the art & more complicated levels are something left to be done at a later time when the base part of the game is more completed.

An explanation of controls should also be added but isn’t necessary now as most of the testers didn’t seem to have a problem in figuring out the controls.