

Observations and Playtester Comments

Playtester 1: Matthew

In-Game Observations

"Cutscene was very epic"

"Firerate seems op"

"I like the map"

"Can't control self with move speed upgrades"

"Still have lots of time"

In-Game Questions

Why did you make that choice?

- Wanted to try new mechanic

Does that rule seem confusing?

- Shop is a bit unclear and didn't know what it meant, didn't know it would subtract time

What did you think that would do?

- Have some sort of text for shop

What is confusing for you?

- Hard to see some of the enemies

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Looked very cool, liked the aesthetic

How did that impression change as you played?

- Continued to like the aesthetic

Was there anything you found frustrating?

- Couldn't zoom out

Did the game drag at any point?

- Not too long, felt short

Were there particular aspects that you found satisfying?

- Liked the gun, fun movement

What was the most exciting moment in the game?

- When I got the 2x speed

Did the game feel too long, too short, or just about right?

- Felt short

Formal Elements

Describe the objective of the game.

- Kill monsters and make it through the dungeon

Was the objective clear at all times?

- Yes

What types of choices did you make during the game?

- Decided to buy upgrades

What was the most important decision you made?

- Buying upgrades

What was your strategy for winning?

- Shoot them and run if they got too close

Did you find any loopholes in the system?

- Time and speed

How would you describe the conflict?

- Upgrades can stack

In what way did you interact with other players?

- No other players

Do you prefer to play alone or with human opponents?

- Depends on the game

What elements do you think could be improved?

- Game Length and Balancing

Dramatic Elements

Was the game's premise appealing to you?

- Kind of

Did the story enhance or detract from the game?

- Neither

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- Yes

On a piece of paper, graph your emotional involvement over the course of the game.

- More excited the more features I found out

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Final Boss

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes, but shop was a bit weird

How did the controls feel? Did they make sense?

- Controls felt intuitive and nice

Could you find the information you needed on the interface?

- Yes

Was there anything about the interface you would change?

- Zoom out a bit more, minimap was pretty nice

Did anything feel clunky, awkward, or confusing?

- Shop, sometimes felt movement was too fast

Are there any controls or interface features you would like to see added?

- Can't think of anything

End of Session

Overall, how would you describe this game's appeal?

- It's a dungeon and adventure or run and gun appeal

Would you purchase this game?

- In its current state, no

What elements of the game have reached you?

- Liked the gun

What was missing from the game?

- More content

If you could change just one thing, what would it be?

- More content

Who do you think is the target audience for this game?

- People who like dungeon games, and casual gaming

If you were to give this game as a gift, who would you give it to?

- Friend at robotics who doesn't play many video games

Revision Ideas

[Ideas you have for improving the game]

- Clearer Shop Interface
- More content

Observations and Playtester Comments

Playtester 2: James

In-Game Observations

Tester just held down left click
Minimap helped navigate player
Upgrades being repeatable was bad

In-Game Questions

Why did you make that choice?

- Didn't know what it meant so I bought it

Does that rule seem confusing?

- Yes

What did you think that would do?

- Add note upgrades cost time

What is confusing for you?

- Where is the ending of the game
- Where are the mobs

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Music was nice
- Thought the name of the game was start, didn't realize it was a button
- Cutscene was very nice
- Shooting continuously is bad and defeats the purpose of combat
- Should be able to change volume menu
- How to play menu scene is good for prototype
- Wasn't very clear what the objective was
- Upgrade was very confusing
- Killing enemies shouldn't give them that much time
- Not a very good sense of progress

How did that impression change as you played?

- Fact you can phase through walls was a downer
- Shooting continuously was bad for combat

Was there anything you found frustrating?

- Concept was cool, but execution is lacking

Did the game drag at any point?

- Not dragged just nothing to do

Were there particular aspects that you found satisfying?

- Art and music

What was the most exciting moment in the game?

- When I got infinite upgrades

Did the game feel too long, too short, or just about right?

- Too short

Formal Elements

Describe the objective of the game.

- Clear the dungeon

Was the objective clear at all times?

- Wasn't very clear

What types of choices did you make during the game?

- I moved around and clicked on stuff

What was the most important decision you made?

- Spam upgrades

What was your strategy for winning?

- Kill enemies

Did you find any loopholes in the system?

- Collision system

How would you describe the conflict?

- Didn't seem apparent

In what way did you interact with other players?

- There weren't other players

Do you prefer to play alone or with human opponents?

- Depends

What elements do you think could be improved?

- Shooting and Collision system

Dramatic Elements

Was the game's premise appealing to you?

- Yes, the time spending dungeon was actually really cool

Did the story enhance or detract from the game?

- Not much of a story to follow

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- No, too broken

On a piece of paper, graph your emotional involvement over the course of the game.

- Summation: Curious to excited about dumb upgrades to disappointed

Did you feel a sense of dramatic climax as the game progressed?

- Not really

How would you make the story and game work better as a whole?

- More content

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Shop was a bit confusing

How did the controls feel? Did they make sense?

- Good at first until I broke the game with speed

Could you find the information you needed on the interface?

- Not really

Was there anything about the interface you would change?

- Minimap was somewhat useless

Did anything feel clunky, awkward, or confusing?

- Too fast speed

Are there any controls or interface features you would like to see added?

- Ending to the game

End of Session

Overall, how would you describe this game's appeal?

- Exploration game with speed running aspects

Would you purchase this game?

- No

What elements of the game have reached you?

- Speed run and exploration

What was missing from the game?

- Difficult combat

If you could change just one thing, what would it be?

- Collision mechanism

Who do you think is the target audience for this game?

- Indie game enjoyers who like to support small games

If you were to give this game as a gift, who would you give it to?

- My friend I haven't talked to in a while

Revision Ideas

Change the collision detection of the game (discrete to continuous)

Observations and Playtester Comments

Playtester 3: Sydney

In-Game Observations

Health regen is a little fast, as playtester was a bit of a damage sponge

In-Game Questions

Why did you make that choice?

- Because it lost me time

Does that rule seem confusing?

- Didn't know it got rid of time

What did you think that would do?

- Make more clear

What is confusing for you?

- Dash wasn't very intuitive
- Caught by surprise by enemies

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Thought it was cute, liked the font
- Seemed somewhat put together

How did that impression change as you played?

- Cutscene confused me
- Remembered dashing was a thing

Was there anything you found frustrating?

- Own inability to solve maze
- No real ending

Did the game drag at any point?

- No

Were there particular aspects that you found satisfying?

- Liked when killed enemies

What was the most exciting moment in the game?

- When I got out of the maze

Did the game feel too long, too short, or just about right?

- Just about right

Formal Elements

Describe the objective of the game.

- Supposed to make it to the end while killing all the enemies before end of time

Was the objective clear at all times?

- Shortly after the beginning it made sense

What types of choices did you make during the game?

- Upgrades

What was the most important decision you made?

- Not upgrading move speed

What was your strategy for winning?

- Looking at map so monsters wouldn't shock

Did you find any loopholes in the system?

- No

How would you describe the conflict?

- Monsters vs man

In what way did you interact with other players?

- Didn't

Do you prefer to play alone or with human opponents?

- Human opponents

What elements do you think could be improved?

- More help in the beginning

Dramatic Elements

Was the game's premise appealing to you?

- Sure

Did the story enhance or detract from the game?

- Wasn't really there

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- Kind of

On a piece of paper, graph your emotional involvement over the course of the game.

- Summation: had fun but most fun after solving maze

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Reminders and motivation to complete the dungeon

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes

How did the controls feel? Did they make sense?

- Fine, but dash was a bit confusing

Could you find the information you needed on the interface?

- Not all of it

Was there anything about the interface you would change?

- Need help with mouse direction

Did anything feel clunky, awkward, or confusing?

- Shooting and dash

Are there any controls or interface features you would like to see added?

- More tutorial

End of Session

Overall, how would you describe this game's appeal?

- If you like cute game where you shoot enemies, and pixel art without commitment of time it's nice

Would you purchase this game?

- No

What elements of the game have reached you?

- Art was nice, music was fine

What was missing from the game?

- Tutorial, dramatic ending

If you could change just one thing, what would it be?

- Add final boss

Who do you think is the target audience for this game?

- People who want to play a dungeon game without the time commitment

If you were to give this game as a gift, who would you give it to?

- My sister, because it would be funny to watch her playtest it

Revision Ideas

Make sure to add ending

Observations and Playtester Comments

Playtester 4: Andrew

In-Game Observations

Playtester found a way to shoot through walls

In-Game Questions

Why did you make that choice?

- Didn't seem like there was a lot of time

Does that rule seem confusing?

- Most games only let you buy one

What did you think that would do?

- Upgrade

What is confusing for you?

- Trying to find where the enemies are
- No boss

Postgame Questions

General Questions

What was your first impression?

- Fun

How did that impression change as you played?

- I think it was cooler as I played the game
- Holding down gun was kinda baller too

Was there anything you found frustrating?

- Movement felt like it didn't stop right away

Did the game drag at any point?

- After I bought the upgrades, there was a lot of rooms that were too mazy
- Enemies not following you

Were there particular aspects that you found satisfying?

- Gun was satisfying

What was the most exciting moment in the game?

- When asked to playtest it

Did the game feel too long, too short, or just about right?

- No boss made it feel too short

Formal Elements

Describe the objective of the game.

- Finish the run with the most time possible

Was the objective clear at all times?

- Yes

What types of choices did you make during the game?

- Time for upgrades, is it worth it?

What was the most important decision you made?

- Reading how to play the game

What was your strategy for winning?

- Run as fast as possible and hold down the shoot key

Did you find any loopholes in the system?

- Shooting through walls

How would you describe the conflict?

- Killing enemies

In what way did you interact with other players?

- Didn't

Do you prefer to play alone or with human opponents?

- Alone

What elements do you think could be improved?

- Monster movement and wider field of view

Dramatic Elements

Was the game's premise appealing to you?

- Yes

Did the story enhance or detract from the game?

- Wasn't really there

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- I guess

On a piece of paper, graph your emotional involvement over the course of the game.

- Flatlined after got through first 2 rooms

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Adding more of a storyline and bosses

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes, the how to play was very helpful

How did the controls feel? Did they make sense?

- Very good, they made sense

Could you find the information you needed on the interface?

- Yes

Was there anything about the interface you would change?

- The starting page kinda hard to see the words

Did anything feel clunky, awkward, or confusing?

- No

Are there any controls or interface features you would like to see added?

- No

End of Session

Overall, how would you describe this game's appeal?

- Fun Run and Gun

Would you purchase this game?

- No, I don't purchase many games in general

What elements of the game have reached you?

- Knight running through a dungeon, reminds me of another game: Soul Knight, Guardian Tales

What was missing from the game?

- A boss

If you could change just one thing, what would it be?

- Adding a boss

Who do you think is the target audience for this game?

- Teenagers/Children

If you were to give this game as a gift, who would you give it to?

- A sixth grader

Revision Ideas

Fix shooting through walls

Observations and Playtester Comments

Playtester 5: Zach

In-Game Observations

Playtester did everything in their power to break the game

In-Game Questions

Why did you make that choice?

- Tried to escape

Does that rule seem confusing?

- Yes, I think the player shouldn't be able to dash through the walls

What did you think that would do?

- I was just trying to run from an enemy

What is confusing for you?

- What enemies I have to kill in order to move on

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- It was a dungeon game that was based off time

How did that impression change as you played?

- Time seemed to be too high and made the game too easy

Was there anything you found frustrating?

- Shooting reload was too fast and made the game too easy

Did the game drag at any point?

- Not really

Were there particular aspects that you found satisfying?

- Dash

What was the most exciting moment in the game?

- Breaking the game with upgrades

Did the game feel too long, too short, or just about right?

- A bit too short

Formal Elements

Describe the objective of the game.

- Kill monsters

Was the objective clear at all times?

- Basically

What types of choices did you make during the game?

- What happens if I get a lot of movement speed

What was the most important decision you made?

- Running through walls

What was your strategy for winning?

- Upgrades to make the game easy

Did you find any loopholes in the system?

- Walls don't stop me if I'm fast enough

How would you describe the conflict?

- Knight stuck in dungeon and needs to get out

In what way did you interact with other players?

- Kill bad guys

Do you prefer to play alone or with human opponents?

- Alone

What elements do you think could be improved?

- Shoot speed

Dramatic Elements

Was the game's premise appealing to you?

- Yes

Did the story enhance or detract from the game?

- Neither

As you played, did the story evolve with the game?

- Not really

Is this game appropriate for the target audience?

- What? Oh, sure

On a piece of paper, graph your emotional involvement over the course of the game.

- I got a little more excited when I broke the game with upgrades

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Add a boss or more text

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes

How did the controls feel? Did they make sense?

- Felt fine, but move speed upgrade made me feel too fast

Could you find the information you needed on the interface?

- Most of it

Was there anything about the interface you would change?

- Not anything I can think of

Did anything feel clunky, awkward, or confusing?

- Upgrades felt weird and shooting

Are there any controls or interface features you would like to see added?

- Rather see more polishing

End of Session

Overall, how would you describe this game's appeal?

- Dungeon run and gun

Would you purchase this game?

- I don't spend money

What elements of the game have reached you?

- Not really, just reminiscent of Soul Knight I guess

What was missing from the game?

- A resolved ending

If you could change just one thing, what would it be?

- Shooting

Who do you think is the target audience for this game?

- People new to gaming

If you were to give this game as a gift, who would you give it to?

- You

Revision Ideas

A lot of the revision ideas I have were also found in other peer reviews, but mainly upgrades and reload time

Observations and Playtester Comments

Playtester 6: Marcelo

In-Game Observations

Playtester cleared the game pretty easily without much pressure and didn't try to break the game

In-Game Questions

Why did you make that choice?

- Wanted to save time

Does that rule seem confusing?

- Not really

What did you think that would do?

- Give me an upgrade

What is confusing for you?

- Where some enemies were in the maze

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Cool cutscene and music
- Fun shooting

How did that impression change as you played?

- Shooting made the game too easy

Was there anything you found frustrating?

- Having to search for the enemies in the maze

Did the game drag at any point?

- The maze

Were there particular aspects that you found satisfying?

- The dash

What was the most exciting moment in the game?

- Cutscene was pretty cool lol

Did the game feel too long, too short, or just about right?

- Definitely could be longer

Formal Elements

Describe the objective of the game.

- Run around and kill enemies ASAP

Was the objective clear at all times?

- Kind of?

What types of choices did you make during the game?

- Not to upgrade

What was the most important decision you made?

- I guess not upgrading

What was your strategy for winning?

- Shooting enemies

Did you find any loopholes in the system?

- Not really

How would you describe the conflict?

- Knight needs to kill monsters to get out of dungeon

In what way did you interact with other players?

- Shooting

Do you prefer to play alone or with human opponents?

- Alone

What elements do you think could be improved?

- More enemies and maze being less annoying

Dramatic Elements

Was the game's premise appealing to you?

- Somewhat

Did the story enhance or detract from the game?

- Neither really

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- I guess

On a piece of paper, graph your emotional involvement over the course of the game.

- Went slightly down over time, gameplay started to feel samey besides the maze

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Add more in game text for the story

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- yes

How did the controls feel? Did they make sense?

- Fine movement was intuitive

Could you find the information you needed on the interface?

- More clear story

Was there anything about the interface you would change?

- More story text haha

Did anything feel clunky, awkward, or confusing?

- Enemies in maze

Are there any controls or interface features you would like to see added?

- No

End of Session

Overall, how would you describe this game's appeal?

- Dungeon crawler against time

Would you purchase this game?

- Not really

What elements of the game have reached you?

- Cutscene was cool

What was missing from the game?

- More story elements

If you could change just one thing, what would it be?

- Maze enemies track you

Who do you think is the target audience for this game?

- Gamers who like the gungeon genre, people who liked games like Enter the Gungeon

If you were to give this game as a gift, who would you give it to?

- My friend who has free time I guess

Revision Ideas

Add more text and interactions for the story

Observations and Playtester Comments

Playtester 7: Dara

In-Game Observations

Played a pretty controlled and calm game

In-Game Questions

Why did you make that choice?

- No need to spend time because damage is high enough

Does that rule seem confusing?

- No

What did you think that would do?

- Give more damage on hit

What is confusing for you?

- Where enemies are in the maze

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Fun shooting game with cool art and cutscene

How did that impression change as you played?

- Shooting was too OP

Was there anything you found frustrating?

- More that the shooting made the game boring

Did the game drag at any point?

- The shooting made the game drag in a sense, because it felt too easy

Were there particular aspects that you found satisfying?

- Dash was pretty fun

What was the most exciting moment in the game?

- Getting out of that dang maze

Did the game feel too long, too short, or just about right?

- Too short

Formal Elements

Describe the objective of the game.

- Go through dungeon as quick as possible

Was the objective clear at all times?

- I'd say so

What types of choices did you make during the game?

- Upgrades/ not getting them

What was the most important decision you made?

- I guess not getting an upgrade

What was your strategy for winning?

- Shooting enemies I guess

Did you find any loopholes in the system?

- No? Unless fast shooting speed counts

How would you describe the conflict?

- Running through dungeon and killing enemies

In what way did you interact with other players?

- There weren't other players

Do you prefer to play alone or with human opponents?

- Alone

What elements do you think could be improved?

- Shooting speed

Dramatic Elements

Was the game's premise appealing to you?

- Yea

Did the story enhance or detract from the game?

- Enhance I guess

As you played, did the story evolve with the game?

- No

Is this game appropriate for the target audience?

- I guess

On a piece of paper, graph your emotional involvement over the course of the game.

- Pretty flat with a small spike when I finally beat the maze

Did you feel a sense of dramatic climax as the game progressed?

- Does the maze count? haha

How would you make the story and game work better as a whole?

- More clear story

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- yes

How did the controls feel? Did they make sense?

- Felt fine, made sense

Could you find the information you needed on the interface?

- Yes

Was there anything about the interface you would change?

- Not really

Did anything feel clunky, awkward, or confusing?

- Shooting

Are there any controls or interface features you would like to see added?

- Slower shooting haha

End of Session

Overall, how would you describe this game's appeal?

- Run and gun

Would you purchase this game?

- No offense bro, but probably not

What elements of the game have reached you?

- Maze made me die inside I guess

What was missing from the game?

- Ending

If you could change just one thing, what would it be?

- Shoot speed

Who do you think is the target audience for this game?

- Gamers

If you were to give this game as a gift, who would you give it to?

- Some friend or something

Revision Ideas

Just reinforcing that our game needs to change its shoot speed

Observations and Playtester Comments

Playtester 8: Dmitri

In-Game Observations

Playtester is not very good at games

In-Game Questions

Why did you make that choice?

- I just clicked buttons

Does that rule seem confusing?

- I am confused by buttons

What did you think that would do?

- Honestly no clue ahaha

What is confusing for you?

- A lot, but more specifically how to get out of maze

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Cool art and shooting

How did that impression change as you played?

- Shooting made the game beatable

Was there anything you found frustrating?

- Maze

Did the game drag at any point?

- Maze

Were there particular aspects that you found satisfying?

- Dash was cool with rainbow

What was the most exciting moment in the game?

- Shooting enemy while dashing with rainbow

Did the game feel too long, too short, or just about right?

- Too short but maze was too long

Formal Elements

Describe the objective of the game.

- Shooting enemies and solving maze

Was the objective clear at all times?

- No, maze wasn't there in the beginning

What types of choices did you make during the game?

- What corridors to check in maze

What was the most important decision you made?

- The correct corridors

What was your strategy for winning?

- Shooting enemies with gun

Did you find any loopholes in the system?

- Not really

How would you describe the conflict?

- Shooting enemies in a maze

In what way did you interact with other players?

- Shooting them

Do you prefer to play alone or with human opponents?

- Alone

What elements do you think could be improved?

- Shop

Dramatic Elements

Was the game's premise appealing to you?

- Yes

Did the story enhance or detract from the game?

- Not much a story to go off of

As you played, did the story evolve with the game?

- Not really

Is this game appropriate for the target audience?

- Yes

On a piece of paper, graph your emotional involvement over the course of the game.

- More emotional during maze

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- Boss

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes

How did the controls feel? Did they make sense?

- Good, they made sense

Could you find the information you needed on the interface?

- Yes

Was there anything about the interface you would change?

- No

Did anything feel clunky, awkward, or confusing?

- Shooting was a bit too fast

Are there any controls or interface features you would like to see added?

- Not really, I think the game needs more polishing

End of Session

Overall, how would you describe this game's appeal?

- Fun game to play

Would you purchase this game?

- To support you

What elements of the game have reached you?

- Rainbow dash

What was missing from the game?

- Ending

If you could change just one thing, what would it be?

- Maze enemies

Who do you think is the target audience for this game?

- People who liked games like Soul Knight

If you were to give this game as a gift, who would you give it to?

- My dad

Revision Ideas

Same as other peer reviews basically

Observations and Playtester Comments

Playtester 9: Daniel

In-Game Observations

Daniel played controlled and smart

In-Game Questions

Why did you make that choice?

- Seemed right

Does that rule seem confusing?

- No

What did you think that would do?

- Make me go faster

What is confusing for you?

- The dash's controls

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Cool art dungeon game

How did that impression change as you played?

- The shop was really weird imo

Was there anything you found frustrating?

- Trying to control dash and shooting with mouse

Did the game drag at any point?

- Not really

Were there particular aspects that you found satisfying?

- Killing enemies super fast, it was both satisfying but also kinda boring

What was the most exciting moment in the game?

- Clearing the maze I guess

Did the game feel too long, too short, or just about right?

- Defo too short

Formal Elements

Describe the objective of the game.

- Killing all the enemies in the least amount of time and clearing a maze

Was the objective clear at all times?

- Kind of? Could have been clearer tho

What types of choices did you make during the game?

- Whether or not to get upgrades? I guess

What was the most important decision you made?

- Saving time by not getting upgrades

What was your strategy for winning?

- Spam firing

Did you find any loopholes in the system?

- Shooting had no drawbacks

How would you describe the conflict?

- Really wasn't much of one imo, just killing stuff

In what way did you interact with other players?

- It was PVE no?

Do you prefer to play alone or with human opponents?

- Human

What elements do you think could be improved?

- Dash, Shooting, and Shop

Dramatic Elements

Was the game's premise appealing to you?

- sure

Did the story enhance or detract from the game?

- Wasn't much of either, cutscene was cool though

As you played, did the story evolve with the game?

- no

Is this game appropriate for the target audience?

- sure

On a piece of paper, graph your emotional involvement over the course of the game.

- Kinda tapering near the end, but ended before it felt boring

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- More text

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- yes

How did the controls feel? Did they make sense?

- Felt okay, dash was a bit clunky but felt pretty good and intuitive otherwise

Could you find the information you needed on the interface?

- Basically

Was there anything about the interface you would change?

- Add damage values and HP values

Did anything feel clunky, awkward, or confusing?

- Dash direction

Are there any controls or interface features you would like to see added?

- Store interface being a little more detailed

End of Session

Overall, how would you describe this game's appeal?

- Dungeon shooter with a maze

Would you purchase this game?

- Nah

What elements of the game have reached you?

- Cutscene was pretty sick

What was missing from the game?

- Proper ending

If you could change just one thing, what would it be?

- Shooting cooldown

Who do you think is the target audience for this game?

- People who play small games

If you were to give this game as a gift, who would you give it to?

- My friend who is a gamer

Revision Ideas

Dash being where player is moving not facing

Observations and Playtester Comments

Playtester 10: George

In-Game Observations

George played riskier but didn't die

In-Game Questions

Why did you make that choice?

- Wanted to just keep going

Does that rule seem confusing?

- Didn't know it was a shop

What did you think that would do?

- Idk give more time or something

What is confusing for you?

- Shop didn't look like a shop you know?

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?

- Shooty shoot and killy kill

How did that impression change as you played?

- Killing was kinda easy, I played with my brain off and still cleared with relative ease

Was there anything you found frustrating?

- Not really

Did the game drag at any point?

- Lack of enemies made game boring

Were there particular aspects that you found satisfying?

- Dash was cool

What was the most exciting moment in the game?

- Learning dash

Did the game feel too long, too short, or just about right?

- Too short

Formal Elements

Describe the objective of the game.

- Yeeting the enemies with gun

Was the objective clear at all times?

- Yee

What types of choices did you make during the game?

- Not clicking the time piece I guess

What was the most important decision you made?

- Not clicking shop

What was your strategy for winning?

- Go as fast as possible

Did you find any loopholes in the system?

- Shooting spam

How would you describe the conflict?

- Idk enemies?

In what way did you interact with other players?

- If you mean monsters, I among us impostor'd them

Do you prefer to play alone or with human opponents?

- Humans

What elements do you think could be improved?

- Player could have had more drip

Dramatic Elements

Was the game's premise appealing to you?

- sure

Did the story enhance or detract from the game?

- story?

As you played, did the story evolve with the game?

- no

Is this game appropriate for the target audience?

- I guess

On a piece of paper, graph your emotional involvement over the course of the game.

- Always high like Snoop Dogg

Did you feel a sense of dramatic climax as the game progressed?

- No

How would you make the story and game work better as a whole?

- More story integration

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- Yes, even though I didn't read how to play, game made a lot of sense

How did the controls feel? Did they make sense?

- fine

Could you find the information you needed on the interface?

- yes

Was there anything about the interface you would change?

- Not really

Did anything feel clunky, awkward, or confusing?

- The guy who told me to playtest this game is a little awkward and confusing (rude), but also the shooting felt too OP

Are there any controls or interface features you would like to see added?

- More story integrations

End of Session

Overall, how would you describe this game's appeal?

- For people who want to just slaughter weak enemies

Would you purchase this game?

- Depends on the price

What elements of the game have reached you?

- Rainbow gun

What was missing from the game?

- Ending I guess

If you could change just one thing, what would it be?

- Having a last stage

Who do you think is the target audience for this game?

- Your friends

If you were to give this game as a gift, who would you give it to?

- People who really like games, just to see them break the game

Revision Ideas

Make shop look more like a shop