RoguePG Playtest Survey (Sample, See next page for results)

Difficulty

1 2 3 4 5 6 7 8 9 10

Too Easy Too Hard

Comments:

Gameplay Speed

1 2 3 4 5 6 7 8 9 10

Too Slow Too Fast

Comments:

Player Strength

1 2 3 4 5 6 7 8 9 10

Too Weak Too Strong

Comments:

Generic (Non-Boss) Enemy Strength

1 2 3 4 5 6 7 8 9 10

Too Weak Too Strong

Comments:

I want to see more...

1. Enemy Variety
2. Map Variety
3. Weapon Variety
4. Player Ability Variety
5. Yes

Comments:

Average Difficulty: 8.2

Players found our game too hard on average, comments included “Not enough life”, “Too many enemy projectiles” and “Slow movement speed”

Average Gameplay Speed: 5.2

Players were indifferent to this question. Perhaps it was worded a little too strangely. Almost no comments besides “player could move faster”

Average Player Strength: 3.5

Players felt that the character was a little on weak side. Most comments included “better weapon choice” and “Dodge should have invincibility frames”. I guess people want to be faster.

Generic Enemy Strength: 5.9

Players felt most of the enemies were fair, however many expressed that maybe there was too many enemies.

I want to see more…: C And E were most picked A least picked

Observation Notes:

Most players beelined it to the boss as soon as they knew where he was. Need incentives to explore the map even if player knows where the boss is.

Players often didn’t use controls, such as dodge and spell casting, even with tutorial at the beginning of the stage. Not sure what to do, perhaps a tutorial room?

Players expressed frustration at having to deal with normal enemies. We should have an incentive for killing normal enemies?