Playtesting

First player – “It’s very annoying the time I have to wait until I can move my character again. I really don’t understand what’s happening when I get detected, everything it’s very fast, you should work on visual effects.”

Second player – “I really like the idea of a stealth-golf game. Usually I don’t enjoy playing golf games, but this is an interesting idea. I don’t like the line renderer, everything it’s pixel art except of that line. It would be great if you would have more characters with different behaviours and animations for the air vent.”

Third player – “I don’t like the fact that I can be detected through walls. The time I have to wait to move again is very annoying, you should make the player move whenever he wants.”

Fourth player –“I am very confused, I don’t know what’s going on, to be honest. The renderer sucks, I don’t understand how much I can move forward, and the renderer is pretty ugly also. The only things that I like in these game are the colours.”

Fifth player –“Very frustrating the waiting time between the moves. Don’t like how the renderer looks. The level with a lot of air vents is confusing, I had to repeat the level 3 times to figure out where the exit is. The walls should be more bouncy. The only thing that I like in this game is the combination of stealth and golf.”