Feedback Document

Test Method: Functional Testing @ Beer n Pixels 8th Aug, 2017.

Form Used: <https://goo.gl/forms/ZJA3DibDFoVXaILC2>

**Q1: Did you have any issue picking out important details?**

5x: Variations on No.

1x: I have no idea what was/wasn’t important.

**Actionable Info:**

We can derive from these answers that our lighting profile is visible or even too bright, an issue we were concerned about.

**Q2: Do you know what your objective was?**

6x: no.

**Actionable Info:**

At this time, further design and work would be needed for the expectation to be there that people *should* know their goal without being explicitly told. With the players thrown in with no guidance, they still walked their way through the entire level in a linear fashion – Level guiding is working, if a bit hamfisted.

**Q3: Describe the atmospheric tone of the game in single adjectives: ‘Bright’, ‘Bubbly’, etc**

This question was skipped during testing in favor of the following question:

**Q4: Which of these genres do you think best suits the mechanics?**

4x Survival Horror

1x Action-RPG

1x Don’t Know

**Actionable Info:**

Even at this preliminary stage, 65%+ of this group understood the target aesthetic. This reinforces the decisions being made by the art team.

**Q5: What changes would you make to improve the game?**

5x variations on ‘more work’.

1x highly detailed verbal discussion on tutorialization.

**Actionable Info**:

The core mechanics need to be stressed, stressed and re-stressed to the player, as does the intent of the game.

**Q6**: **Questions, comments, suggestions?**

5x none.

1x Info on camera setups.

**Actionable Info:**

Technical tidbit for setting up an efficient and easy way to stop held objects clipping into world geometry. Highly useful.

Overall Conclusions: Artistically, the game is on the right track. Gameplay wise, however, the prototype does not communicate itself well. This could be down to several factors:

* The relative difficulty of achieving a horror aesthetic compared to other game genres.
* Poor level design.
* Insufficient meat to the game systems.

Some combination of all three is likely.

Worth noting is that visual engagement was high in the first few seconds – The game would catch looks in the busy setting – but quickly lost attention. Horror as a genre is not suited to the bright and drunken atmosphere of the Off Broadway Hotel, but it could still be indicative of a lack of engaging spectator content in the design – Something that might hurt the marketability of our game.