

Playtest Review

User1:

- **Observation:**
 - The Chef's pan attack deals excessive damage (25), making the fight unfair, especially during consecutive attacks.

Changes:

- Reduce the pan attack damage from 25 to 20.

User2:

- **Observation:**
 - The Knight's dash attack covers a large area and is difficult to predict
 - The Knight's damage feels too much, making the boss encounter unnecessarily long and frustrating.
- **Changes:**
 - Reduce the Knight's attack damage for all attacks by 25% to make the fight more manageable.

User3:

- **Observation:**
 - The player's walk speed feels sluggish, especially during combat scenarios.
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- **Changes:**
 - Increase the player's walk speed by 10% to improve movement responsiveness and pacing.

User4:

- **Observation:**
 - The Prince feels a bit weak in general.
- **Changes:**
 - decreases Prince combat cooldown from 3000.f to 2500.f

User5:

- **Observation:**
 - The King feels balanced
- **Changes:**

Additional feedbacks:

Attack Directions

- **Feedback:** Some players complained that they could only attack in two directions (left and right).
- **Change:** Light attacks now follow the cursor, allowing attacks in any direction around the player.

Chest Mechanics

- **Feedback:** Previously, players could simply walk up to a chest and open it.
- **Change:** Players must now kill all enemies near the chest before it can be opened.

Level Layout

- **Feedback:** The level layout was counterintuitive, with the boss room immediately accessible upon spawning.
- **Change:** The layout of all levels has been adjusted to create a more intuitive progression through the levels.

Chest and Dialogue Pop-Ups

- **Feedback:** Players noted design issues with the pop-ups for chests and dialogues.
- **Change:** Added background images, fixed formatting, and improved item display for pop-ups.

Player Feedback (Damage and Healing)

- **Feedback:** It was hard to tell when the player was taking damage.
- **Change:** The player now turns red when taking damage and green when healing near a fountain.