Playtesters: Linus Chan, Steven Gallwas, Khan Sweetman

Questions

1. Was the map too large? Spend large amounts of time exploring( for no reason)?

2. Did the player enjoy killing tons of enemies?

3. Did the player utilize the minimap frequently?

4. Did the player get the theme of the game? (Spaceship)

5. How quickly did the player lose interest through time/repetition?

Linus:

1. If you are intending to have multiple floors, that was too large.

2. I enjoyed outsmarting my enemies by waiting for them, but the combat itself was severely lacking.

3. I used the map to help find all the enemies to kill.

4. Robot killing slimes.

5. After clearing the first two rooms, I could tell that nothing new would come thereafter.

Steven:

1. Yes. It was too large.

2. I enjoyed cheesing the enemies for a time.

3. Yes, it was the most useful feature.

4. I guess, robot fighting slimes? I didn’t really get a theme.

5. After the first 10-ish enemies, I just was killing enemies to kill them all…

Khan:

1. It was on the larger side, but if there aren’t too many floors, it’s fine.

2. Yeah, the enemies were pretty dumb at times, but it was fun since it was effortless.

3. Yeah, I used the minimap all the time.

4. I figured you were on an abandoned space station.

5. The game was more entertaining than I thought despite how simple it was. I just wish the player could do more.

Additional notes:

Players would have preferred more player abilities.

There is a chance that the player spawns in a single room.

The game crashes when the player dies.