Play Testing Feedback

Name: Shankly Rey   
  
Age: 13   
  
Overall Feedback:  
- The Mirrors are broken at the start of the game. (spinning in circles, cursor got stuck to the mirrors)  
- Couldn’t walk left or right for a while (worked out the mouse wheel lets you turn around, this took 5 minutes to figure).   
- Camera goes through the walls   
- The light that highlights the pressure plate disappears and moves to the next objective point, even if you haven’t completed the puzzle, you cannot use the button after it has moved.   
- The light meter depletes too fast, he kept dying whilst trying to learn the game. (he became frustrated)   
- Tile set kept moving, they need to be welded correctly to stop this.  
- He could also see through the walls through little gaps.  
- There were floating checkpoints  
- There were floating torches on the wall  
-No clear feedback of where to go to restore the health  
- Need more health restore pots   
- Can’t move all the mirrors, which means he couldn’t complete the puzzle   
- Need more checkpoints, if the player is going to keep dying  
- He suggested the jump button again from the previous playtesting feedback.   
- The torch got stuck on the characters head  
- He got stuck behind the walls   
- The character was walking through the floor   
- You can play with the number pad, is this meant to happen?  
- Disliked the drop animation, started to play with gravity (drop/mass)   
- The “E” Button was stuck on the screen   
- You can burn the spider webs by pressing the E button without collecting anything.  
- Didn’t understand the colour affordance on the doors  
- Doubled the camera distance from 60 to 120, this allowed him to look around the room more (could see all mirrors at once)  
-Yellow beam was a little too bright   
  
He felt it is a good game idea however, he wants to play it when the bugs are fixed 😊   
He said he understood the concept, but trying to play it was “impossible”  
He knew he had to interact with the fire to gain health after 5 minutes.