Playtesting Feedback

Age - 22

Gender – Male

Did you understand how to play?

Yes

Did you understand the objective/goal?

Yes

Was the length of game too long/short?

A bit long

What was your favourite part of the game?

I liked the theme and the characters, thought it was interesting having to choose a weakness at the start

What was your least favourite part of the game?

It was difficult to see when some buttons were being pushed, they may need to be a bit darker to make it more obvious. The game felt very static as there wasn’t many animations. Could give the wizards an idle animation to make the screen a bit more interesting and effects for spells.

Is there any information that would have been useful to you before starting the game?

Might be useful to have instructions – specifically about only being able to connect tiles vertically and horizontally

General Feedback/Comments

It would be good to have more visual feedback, could have an animation when a really long combo is made. The background also made the screen a bit cluttered, the wizards didn’t stand out much as there’s stuff behind them