# Feedback:- 03/03/2018:-

A summary of feedback from a playtesting session.

Subjects:- 14 year old female and a 57 year old female.

* At the start of the playtest, I told them to figure out how to play.
* The first subject quickly grasped the tapping input of the game, seeing the success of the first subject, the second followed.
  + Note: throughout gameplay, both subjects were using the player characters to tap on.
* During play the first subject acted more confident, while the second subject just went along.
* The Second subject oddly enough won the round, with the first subject playfully tackling the second on the couch.
  + The first subject expressed the sense of unfairness throughout the game (due to the fact that should would continue to lose all three games).
* When asking the subjects if they wished to play another round, the response were a salty (but mostly snarky) no from the first subject, and a pleased yes from the second.
  + Though she said no, the first subject continued to play.
* In the second match both players seemed to have a bit more of a grasp on how the game works, though it must be noted that they are still tap on the player characters to play.
* In the middle of the play, players seemed to miss tap which ended up causing the two subjects to swap sides.
* The second subject won the game again.
  + Due to her second defeat, the first subject expressed her sense of unfairness further by suggesting that the game is picking her out to lose (a.k.a. feels that the system is purposely unfair).
* The subjects did have a third go at the game, but it did seem to go the same way that the second game went. i.e. The first subject would miss click, then second subject would click, causing the two to swap sides.
* Both subjects seemed to enjoy themselves as they both seemed to have experienced sense of frustration (mostly on the first subject) and Fierro, as well as a bit of schadenfreude (mostly on the second subject).
  + It is worth noting that the second subject is an adverse technophobe (meaning has no idea on how to work most electronic devices. As well as has very little interest in them), and yet still experienced a large amount of fun stating that “it was fun and would play again”.
  + The first subject is far more acquainted with technology. I will say that I feel that most of her criticisms are through saltiness (due to pent up frustration from not getting the Fierro of release).
* I did notice that the second subject made a comment about the text was upside down. But I know this because it was meant to be on a mobile device (as we were using a laptop).
* I also thought it was a bit odd that we didn’t have an indicator for power of the attacks. Some attacks were powerful, while others were not at all. (But that is my own view not the subjects).
* Overall the players didn’t give any real criticisms, maybe due to being polite or maybe because they felt like they couldn’t give any.