# Kickback Mechanic Playtesting Feedback Sheet

## Playtester Details

***Gender – Male***

***Age – 20***

## Questions

***What sort of games do you frequently play, if any?***

***FPS, RPG, Action, Indie***

**Do you frequently play ‘Roguelikes’ (E.g. The Binding of Isaac, Dead Cells, Nuclear Throne etc…)?**

**Yes**

**How long did it take, without input from a team member, to understand the core kickback mechanic?**

**3s**

**Did you feel in overall control of the player character?**

**Yes**

**If you did not feel in control of the player character, why?**

**-**

**Did you feel the amount of knockback to be fair? (e.g. were you knocked too far, not enough?)**

**It was fair**

**Did the size of the rooms feel too large or too small? – Did you have enough room to comfortably move around in?**

**The size of the room was just about right**

**Do you have any other grievances not addressed by any of the other questions?**

**Another type of weapon should be added which will modify the pace of the game too.**