Kickback Mechanic Playtesting Feedback Sheet

Playtester Details

***Gender – Male***

***Age – 18***

Questions

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

*MOBAs, RTS, VNs, MMORPGs, MMO-ARPGs*

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

*No*

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

*Not very long, as soon as I first shot I understood the mechanic.*

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

*Yes.*

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

*Although my answer was yes I feel that the knockback on the gun was a little too far.*

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

*^ View answer above*

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

*Yes, the rooms seemed fine.*

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

*No.*