# Kickback Mechanic Playtesting Feedback Sheet

## Playtester Details

***Gender – Male***

***Age – 20***

## Questions

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

***Action-adventure games***

**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?**

**3 seconds**

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

**yep**

**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?)**

**Yeah, it’s ok**

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

**Perfect size**

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

**I don’t like the waiting time when I shoot, if I get stuck and enemies come at me in a large number(more than 3) it will be hard for me to move and shoot at them in the same time, you should remove the wait time for the shots and decrease the damage of the bullet, I think it will be more dynamic ☺.**