# Kickback Mechanic Playtesting Feedback Sheet

## Playtester Details

***Gender – Male***

***Age – 19***

## Questions

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

**FPS RPG**

**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?**

**2 seconds**

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

**It’s quite fluid, but it could be a bit faster**

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

**N/A**

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

**I think the knockback is balanced**

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

**They are big enough, but they feel empty**

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

**Nothing comes to mind**