Kickback Mechanic Playtesting Feedback Sheet

Playtester Details

***Gender –*** Male

***Age –*** 19

Questions

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

Souls-like, Sports, FPS

**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 at all

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

Mostly

**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?)**

Yes

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

Rooms would have been very well sized if you could move in other ways as well

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

More ways to move, wasd walking etc., grappling hook?