Kickback Mechanic Playtesting Feedback Sheet

Playtester Details

***Gender –*** *Male*

***Age –*** *18*

Questions

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

Souls-like, MOBA

**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?**

After first shot

**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?)**

The knockback was too far and fast

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

Slightly too small

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