

	Megan	Bryan	Kelly	Mia	Joseph	Christian	Jordan	Vash	Rointan	BurgAlert
What was your first impression?	Don't like the rainbow colored title, graphics look great	Enjoyed the level progression	Change background on the home and pause screen	Graphics are cool	Seems like an older, vintage type of game, enjoys the style	Great, change title font	Started too quick, suggests some quick tutorial scene or text blurb	"Based, except for the melee attack, unintuitive and visual doesn't always line up to the hitbox"	Bombs linger too much/unintuitive, too easy overall	"Very slimy, getting stuck"
Was there anything you found frustrating?	Some enemies too fast and too difficult to kill	Suggests for some type of healing to be implemented	Both Shift buttons should work for rolling	Wanted shooting to be stronger	Enemy spawns being right on top of the player, longer range of gun or more damage	Make sound indicators on hit louder, perhaps flicker the opacity of the i-frame	Enemies are very hard, buffs aren't that good, some debuffs too OP	"Cheating dogs jumping from off screen", visual gap between attack timing	Didn't realize you could hold the ranged attack button down. Can't find enemies sometimes	Enemies have too much health, and no telegraph for the attacks or death or health
Did the game drag at any point?	No, but I didn't get that far	No	No	No	No	The second caves room is a bit large	Other caves room is really big	Enemies kind of have a lot of health	No, it was fun	Yeah, card selection takes too long
What was the most exciting moment in the game?	Running around not knowing what buttons I'm pressing	Killing the enemies	Dodging the bullets	No necessarily exciting moment, liked all of it	Getting run at by insane golem-things	The boss fight	Boss	Sound Track	I clipped out of bounds	The boss fight
Did the game feel too long, too short, or just about right?	Just right	Just right	Just right	Just right	Just right	Just right	Just right	A bit short	I liked it	No, game is too short (has a 34:47 in MMX)
Describe the objective of the game.	To not die, kill enemies	Don't die	Kill the enemies	Kill all enemies	Don't die and go through all the rooms	Kill everything	Kill the enemies	Kill enemies to progress, kill the boss	Kill dudes, get strong, avoid bad powerups, idk	"tear stuff up"
What was your strategy for winning?	Get better with the controls	Just keep running at the enemies and hitting them	Stay far away, keep using ranged weapon	Camp in a corner area and aggro the enemies	Roll a lot, use my melee more since its stronger	Dodge a lot, no preference on weapon	Spam melee, too OP	Avoid enemies	Bullets from far away	spam melee attacks
Was the objective clear at all times?	Yes	Yes	Yes	Yes	Yes	Yes	Yes	pretty much, as long as no off screen enemies showed up	Yes	Yes
What was the most important decision you made?	Hitting the enemies? Not really sure	I don't know	Shooting more often If you stand far enough away from some enemies, they won't come and hit you	Getting higher crit chance	Not taking the inverted controls option on the cards	Dodging as much as possible to maintain health You can stand in one area near the boss and not get hit by bullets	Getting a strong sword	Not inverting my controls	Pushing the Q button (Dev note: I accidentally left a button to test card effects, and he found that pressing q gave him free triple shot)	Damage for movement speed is a good trade.
Did you find any loopholes in the system?	No	No		Nah	Escaped out through a wall once		Melee OP, just get the best weapon given to you	Not really	Yes, pressing Q...	Melee attack is over powered
Was the game's premise appealing to you?	Yes	Yes	No, but I can see how it would be appealing to others	Yes	Yes	Yes	Yes	Yeah	Yeah, it's a rogue like	Yeah
How would you make the story and game work better as a whole?	Add some story	Add a story	Add little dialogue pieces	Needs a story	There is no story so you should probably add it	Add story pieces	Add text pieces at the beginning and end of a level	Maybe some back story	Maybe some flavor text	It's fine I think
Were the procedures and rules easy to understand?	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes, besides some enemy attacks	Not really. I didn't know if my current weapon was better than the offered one	Yeah, it all makes sense to me.
How did the controls feel? Did they make sense?	Just needed to get used to it (doesn't play PC games)	Just needed to get used to it (doesn't play PC games)	Made sense, but would like to be able to change the controls	Felt good as is	Felt like dodge and spell usage were slightly slow on response	Little floaty, perhaps character moved too slow	Feel good, doesn't know how accurate the melee attack is	Yes, fluid and responsive	Yes, besides the mouse ranged attack confusion	A bit slidey
Could you find the information you needed on the interface?	Sort of	Yes	Yes	Yes	Somewhat	For the most part	Yes	No, I'd like to see more numbers for stats and health	Not really, would like to see my weapon's damage	Kind of, but need health at least
Was there anything about the interface you would change?	Show controls before start or in some menu	Show damage for player, health for enemies	Wants health bars for enemies	No, looks good as is	Wants buttons show on HUD, enemy health bars, show critical hit or damage numbers	Suggested red health, green would be rage, but can scrap it	Thought the red was stamina, wasn't sure of its purpose so explain it or remove it	I seriously just think the wolves should have an indication for their attacks	Needs a lot more information	Maybe some screen shake or something for interactivity
Would you purchase this game?	Yes	Yes	No, I don't play games enough	Yes	Yes	Yes	Yes	Yeah	Idk man, maybe after more fixes	Mmm, maybe if it was polished better
If you could change just one thing, what would it be?	THE RAINBOW TITLE, some way to know the controls	Adding health bars	The points discussed above, distinguish mouse aims guns vs direction	Bats shoot less and control options	Some kind of healing potion or heal from the level	Improve melee, can hit down or up? And show it	Entrance and exit to a level	Melee indication/animation	More information available	Multiple rooms per floor with chance of powerups
Who do you think is the target audience for this game?	People who like killing things	Gamers	Gamers	Gamers	People who like rogue-like	People who like rogue-like	People who like Enter the Gungeon	Isaac Fans	Speedrunners	Speedrunners
If you were to give this game as a gift, who would you give it to?	Boyfriend	Friend	Friend	Brother	Friend	Friend	Friend	Friend	Friend	Friend