

Test Session N°2

Date: 21/03/2023

Game Version: Prototype

| Mechanic | Working | Bug(-s) | Remark(-s) |
|---|-----------------|--------------|--|
| Player | | | |
| Moving Character | Yes | / | Controls feel alright, neither to fast nor to slow |
| HP bar for Player | More or Less | B008 | Feels like the character has to much HP |
| Schizo Bar | Not Implemented | / | / |
| Aim with cursor | Yes | B007 | / |
| Combat | | | |
| 1 enemy that moves | Yes | B010 | / |
| Player and enemy can attack and damage each other | Yes | B009 B011 | / |
| Levels | | | |
| Hardcoded Room #1 | Not Implemented | / | / |
| Hardcoded Room #2 | Not Implemented | / | / |
| Procedural Generation | Not Implemented | / | / |

| Other Mechanics | | | |
|-----------------|---------|---------|------------|
| Mechanic | Working | Bug(-s) | Remark(-s) |
| / | / | / | / |
| / | / | / | / |