Playtest feedback form

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| Name: Adam Clayden | |
| Do you think the game is fun? (and why) | Yes. The attack both charged and spam was fairly satisfying but the charge shot could do with “infinite piercing” and perhaps even stagger enemies to provide additional incentives to charge vs simply spamming |
| Did you find the game easy to learn to play? | Yes |
| What did you think the purpose of the game was? | Destroy all enemies |
| How did you find the length of the stage? | Good but not much to explore |
| What did you think of the enemies in the game?  (Including boss fights) | Relentless but overall not too difficult. The boss’ attacks are easy to learn which is good, but it’s not a hard fight. Perhaps break the boss into stages (has shield up, brings it down etc) |
| How did you find playing the character? (speed, health, attack) | All good but didn’t notice any health indicators or visual feedback |
| How did you find it navigating through the map? | Fine |
| What was your favourite part? | Attacking |
| What did you not like? | The boss is too simple and too disconnected from the main game (maybe integrate into world). |
| What did you find engaging about the game and would you play it again? | I think everything is in the attacking. Focus on making that experience fun |
| Additional Feedback:  Try and think of “why” the character is where they are. Why are slimes attacking? What’s going on?  Game is good! Can do with more polish though | |