Playtest feedback form

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| Name: Michael Davis | |
| Do you think the game is fun? (and why) | Yes, the game is fun to play its quite challenging. I would say it is a form of hard fun. It makes you want to keep playing or play again if you fail. |
| Did you find the game easy to learn to play? | The game easy to pickup and play, needs a tutorial or screen prompts to help more casual players. |
| Was the theme integrated well? | It feels disjointed is it fantasy setting or a modern setting? |
| How did you find the length of the stage? | Game length was fine, I could play the game for a very long time if there was a progression system. |
| What did you think of the enemies in the game?  (Including boss fights) | The enemies seem disjointed, tanks and creatures in the same game. |
| How did you find playing the character? (speed, health, attack) | The player felt good to control minus the camera issues, health is good but there is no way to restore health via pickups. An armor mechanic would be nice, upgrades to abilities etc. |
| How did you find it navigating through the map? | Navigating the map was quite easy, thought it did lack direction. |
| What was your favourite part? | The boss fights, because they were more challenging. |
| What did you not like? | The camera, the player character could easily go off the screen. Enemies spawning on top of you. It was possible to dodge enemy projectiles some of the time, but I think enemy projectiles move to quickly. I think the player should be rewarded more for using this skill of doging projectiles. |
| What did you find engaging about the game and would you play it again? | Yes, I would play the game again. |
| Additional Feedback: | |