Playtest feedback form

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| Name: Alex T | |
| Do you think the game is fun? (and why) | It has promise in the future to be a fun game with refinements, absolutely bonkers fun from the chaos of enemies |
| Did you find the game easy to learn to play? | Once I was told the controls I knew generally what to do but with no guidance on where I should go |
| Was the theme integrated well? | I wasn’t aware of a theme |
| How did you find the length of the stage? | Maybe too long, never found the end |
| What did you think of the enemies in the game?  (Including boss fights) | Overpowered, easily predictable |
| How did you find playing the character? (speed, health, attack) | Too fast, unsure of when attack is available, health unclear |
| How did you find it navigating through the map? | Difficult, had to take it slow otherwise you would just get jumped on, hard to figure out where I was in respect to things |
| What was your favourite part? | Boss battle was interesting/ more fun then the general rooms |
| What did you not like? | Camera too close/slow |
| What did you find engaging about the game and would you play it again? | Murduring innocent squares |
| Additional Feedback:  See what I said in person, maybe more weapons/ability would be nice  Kinder molestation | |