Playtest feedback form

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| Name: Kiril | |
| Do you think the game is fun? (and why) | Hell yeah |
| Did you find the game easy to learn to play? | yes |
| What did you think the purpose of the game was? | Kinda. Killing the enemies and killing what comes towards me. |
| How did you find the length of the stage? | I need to play more of it to say |
| What did you think of the enemies in the game?  (Including boss fights) | The boss was amazing, especially the slime spawning |
| How did you find playing the character? (speed, health, attack) | The character is a little bit slow.  The health is alright for the current level, but it would be good to add some choice (by adding some pickups of ability that can heal) |
| How did you find it navigating through the map? | Play with the visual hierarchy  Different colours instead of just green as it is difficult to go through the map as you’re more focused on the enemies. |
| What was your favourite part? | The gameplay |
| What did you not like? |  |
| What did you find engaging about the game and would you play it again? |  |
| Additional Feedback: | |