Playtest feedback form

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| Name: Lewis Arnold :3 | |
| Do you think the game is fun? (and why) | The boss, yes. The art style is nice as well as the hit effects. The time to kill the boss is bang on and should be kept as close to as possible.  The main enemies are not fun. They take too long to kill for how much damage they deal, right at the beginning of the game, in the numbers they come in :cry: |
| Did you find the game easy to learn to play? | Yes, except for charging the left click. I may well have just missed it on the instruction booklet |
| Was the theme integrated well? | I found no consistent theme as the art style was all over the place |
| How did you find the length of the stage? | Boss stage was amazing length, other stage would be more fun if given more direction / actual objective |
| What did you think of the enemies in the game?  (Including boss fights) | The enemies are just annoying and not fun. They need less health, or to deal less damage. Balance plz  The boss was great fun and I’d **happily** replay for reward |
| How did you find playing the character? (speed, health, attack) | Too little health during main stage, too much in boss fight.  Running speed is good but the dodge is janky |
| How did you find it navigating through the map? | Very difficult. Plz implement night time shader |
| What was your favourite part? | The promise of tameable slimes  And killing the boss |
| What did you not like? | The lack of hats  The lack of night being obvious  The dodge sliding along walls too much  Lack of anything showing how much I have charged my left click attack |
| What did you find engaging about the game and would you play it again? | The boss. 10/10 would play again |
| Additional Feedback:  You NEEEEEEDDD night-time explained if it is such a main mechanic  Night-time needs to be obvious too  Objective markers plzzzzzzzzzzzzz  Minimap plzzzzzzzzzzzz  Abilities need to be drip-fed to players with opportunities to practise  I think maybe a DPS counter would be nice to see??  Also a crit system | |