Playtest feedback form

|  |  |
| --- | --- |
| Name: Sam | |
| Do you think the game is fun? (and why) | Right now, I think the game needs some more ‘game feel’ before its fun. Enemies didn’t feel fun to shoot because there was no feedback (audio, screen shake etc.) Developing this would instantly make the game significantly more gripping. |
| Did you find the game easy to learn to play? | Yes, although I didn’t figure out you could charge your bullets until after my playtest session, which made progression a lot slower |
| Was the theme integrated well? | I didn’t have any complaints about the theme of the game, although the only complaint regarding diegesis was my characters gun firing arrows. |
| How did you find the length of the stage? | I never finished it. Some paths leading to dead ends may be too long? |
| What did you think of the enemies in the game?  (Including boss fights) | I never got to play any of the boss fights. Standard enemies were a bit too generic to really be noteworthy. |
| How did you find playing the character? (speed, health, attack) | Dodging is always a fun mechanic in my opinion, so I for sure appreciate that. Using the Q and E special moves would be more enjoyable with some more feedback. I felt that the game was suitably generous with health pickups. As I mentioned before, low attack damage made enemies feel very bullet spongy. |
| How did you find it navigating through the map? | As mentioned before, some dead ends took too long to find out they were dead ends. I was told there was meant to be a mini map but if there was I didn’t know how to access it. |
| What was your favourite part? | Main character design was interesting, and having characters with different abilities intrigues me once its implemented. Movement was also satisfyingly fluid. |
| What did you not like? | See everything I’ve already said about spongy enemies and unsatisfying feedback |
| What did you find engaging about the game and would you play it again? | I’m interested to see where the project goes. Just make the gunplay more engaging and I can see this game being a lot of fun. |
| Additional Feedback: | |