Playtest feedback form

|  |  |
| --- | --- |
| Name: Sam | |
| Do you think the game is fun? (and why) | Yes, while the gameplay is quite basic the game was carried by fun particle effects and visual feedback. |
| Did you find the game easy to learn to play? | Yeah, not to brag but I’m sort of a god gamer |
| What did you think the purpose of the game was? | Get to the end of the level |
| How did you find the length of the stage? | Based on the speed of the player I thought some of the rooms were a bit too spacious. |
| What did you think of the enemies in the game?  (Including boss fights) | Slimes need less slime. Other than that enjoyable, I found myself targeting the wizard dudes first and developing a strategy |
| How did you find playing the character? (speed, health, attack) | Could do with having a way of speeding the character up, either just buffing the base speed or maybe adding a sprint function. Somebody the damage felt a bit low, but the attacks and abilities were satisfying to use. Nothing to complain about regarding health. |
| How did you find it navigating through the map? | Again, a faster movement option would help with this, it’s a mild inconvenience if you ever backtrack. |
| What was your favourite part? | The boss fights light bullet hell mechanics were fun, and the game could stand to have more of that. |
| What did you not like? | Enemy spawns seemed a bit odd sometimes. I’d clear a room, and then seconds later more enemies would spawn there. I assumed it had something to do with the day/night cycle but I wasn’t 100% sure. Also the slime enemies are very bullet spongey, and could stand to have their health reduced. Some indicator of enemy health could also be nice. |
| What did you find engaging about the game and would you play it again? | The general gameplay and visual feedback were solid enough that this would be the kind of game I could play for a few hours at home were it a full game, so yeah I would play again. |
| Additional Feedback: | |