Playtest feedback form

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| Name: Adam Speers | |
| Do you think the game is fun? (and why) | Reasonably fun, although there is no real indication of my overall aim in the game, what is my objective? |
| Did you find the game easy to learn to play? | Easy to learn, except weapon charging |
| Was the theme integrated well? | Fairly consistent, need some clearer indications as to which areas are walkable |
| How did you find the length of the stage? | ok |
| What did you think of the enemies in the game?  (Including boss fights) | Initial enemies take too many hits to kill and are armed, some initial easier to kill enemies would be better to introduce the player to the mechanics |
| How did you find playing the character? (speed, health, attack) | Speed – good  Health – ok, I’d prefer health indicator to be top of screen  Attack – Weapon charge indicator |
| How did you find it navigating through the map? | Ok, although where you can walk doesn’t exactly map to where the players’ feet are. I’d imagine the head being able to overlap certain things in the 2.5D perspective view |
| What was your favourite part? | Boss fight part 2 with the slimes |
| What did you not like? | I kept looking for something, treasure, keys, coins. What else do I do other than shoot things? |
| What did you find engaging about the game and would you play it again? | Need more depth to the play, narrative and quests to give the player other goals than just shooting enemies |
| Additional Feedback: | |