Playtest feedback form

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| Name: Katie | |
| Do you think the game is fun? (and why) | I think it has an engaging loop. Gameplay is not necessarily fun but this can be fixed. |
| Did you find the game easy to learn to play? | Yes! |
| What did you think the purpose of the game was? | To explore? To uncover the most map you could! |
| How did you find the length of the stage? | I kept getting beaten so I don’t actually know how long it was hahaha |
| What did you think of the enemies in the game?  (Including boss fights) | ok so my main gripe with this game is that if you have enemies who want to face you head-on, and if you want combat to be conducted that way, then the character should not be an archer. Gameplay-wise it doesn’t make any sense and this is why people are constantly kiting around and away from enemies. Archers should snipe enemies and melee attackers should be the ones who run in. The enemies are also way too fast for the capabilities of the character. |
| How did you find playing the character? (speed, health, attack) | Too show!! I liked the cooldown abilities as well. |
| How did you find it navigating through the map? | Yeah I didn’t get very far but I really wanted to keep exploring more map! |
| What was your favourite part? | The enemy designs and the gamefeel. |
| What did you not like? | ^^ |
| What did you find engaging about the game and would you play it again? | Yeah I defo wanted to find more map |
| Additional Feedback: | |