Playtest feedback form

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| Name: Fraser  Date: 9/12/19 | |
| Do you think the game is fun? (and why) | The game felt mundane and tedious, the lack of audio & visual feedback results in the player character feeling hollow and boring to play. The on-hit animations for the bow are a nice touch, however the game doesn’t “feel” like I’m having any real impact on it (this is something that can be addressed by looking at ‘Game Feel’ techniques – screen shake, higher firing rate, creating a sense of player permeance in the diegesis etc…)  The enemies currently feel far too much like bullet sponges and are not satisfying to kill. I enjoyed the triple bow alternate fire ability – a further suggestion would be to consider binding this ability to the RMB and moving the ‘dash’ ability to left shift, as this control scheme is typically used in existing games.  The game (at least in its current state) feels too much like a clone of more popular roguelikes (Enter the Gungeon, specifically). The day/night cycle may well function as an intuitive and engaging USP, however I cannot currently verify this as it is not clear how it works in the latest build.  It seems you have paid attention to your larger ‘minute-to-minute’ gameplay loop (e.g. day/night cycle, game shop, boss fights etc..), however the current implementation of the ‘second-to-second’ gameplay can be refined, polished and improved (seriously, have a look at game feel, it’s magic!). Once you’ve made an environment where it feels ‘good’ to mow down enemies, the other aspects of your game should start to seriously come together! Personally, I’d recommend a completely empty grey-box level with no environment to test your core combat – don’t leave this environment until the process of killing enemies and moving the character feels great! |
| Did you find the game easy to learn to play? | The game was fairly easy to learn due to personal familiarity with games in the genre. It was not immediately clear that the bow has a charged-shot ability. |
| Was the theme integrated well? | The theme and overall diegesis feels disjointed and confusing, however I appreciate that this is likely due to the latest build currently using placeholder assets. I presume that I am playing as an archer, however I’m left a bit confused in regards to the world that I’ve been placed in – where am I? Why am I fighting slimes? etc… |
| How did you find the length of game play? | It’s hard to comment specifically on this, as my encounter with the boss fight was manually forced after a couple of minutes of Core Gameplay |
| What did you think of the enemies in the game?  (Including boss fights) | The lack of variation in enemies quickly becomes tedious. As mentioned above, they have a tendancy to be quite spongy – this may be as a consequence of under-utilising the charged shot, however. |
| How did you find it navigating through the map? | Large sections of the map look incredibly similar and the current implementation results in the player constantly feeling lost. I wasn’t entirely sure where I was supposed to go or why I would want to go there. |
| What was your favourite part? | I enjoyed the variation provided by the triple fire shot ability of the archer. |
| What did you not like? | As previously mentioned, the lack of feedback is currently the games largest issue – it doesn’t feel satisfying to play and, as a player, I am left feeling as if I am not having an impact on the game world. Additional enemy variation would also be appreciated! |
| What did you find engaging about the game and would you play it again? | I honestly did not feel engaged by the game and would probably not play it again (in its current state, of course!) |
| Additional Feedback:  There are definitely a few quick changes you can make to the game in order to make it feel better (I appreciate that terms like “feel good” are subjective and non-descriptive, however these terms are seemingly industry standard in relation to the study of game feel). As mentioned above, focus on buffing up your second-to-second game loop and try to create a player character that is fun to control! When you’ve mastered this, the specific implementation of your minute-to-minute game loop will fall into place. Remember that a game like this revolves around creating a state of flow in the player. In the games’ current state, I quickly fell into boredom and wanted to stop playing.  I look forwards to seeing how you iterate from this week onwards! Feel free to grab me if you’d like more feedback in the future! | |