Playtest feedback form

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| Name: Clem  Date: 25/03/20 | |
| Do you think the game is fun? (and why) | Second to second game play is engaging, trying to survive the bullet hell is engaging. However, if the rock elementals did damage in current build, it would have been very unfair; no way to dodge projectiles from off screen, can’t react fast enough. |
| Did you find the game easy to learn to play? | Very easy, tutorial was not great, but having played game before, I knew how to play.  A new player, from scratch, with only limited rouge experience, would be hard pressed to learn from the tutorial; the games self-explanatory nature does help. |
| Was the theme integrated well? | Basic fantasy can’t really go wrong. Some background info on place, why you are there, what the enemies are, why you are fighting them, would integrate the theme much better. |
| How did you find the length of game play? | Depended on how long you live. Sometimes it was frustrating short, other times, it began to get boring with how long it was, with very little other things to do. |
| What did you think of the enemies in the game?  (Including boss fights) | Boss fight varied from very easy to near impossible depending on the cycle. If he spawned two sets of mobs in a row, the fight becomes far to difficult; dodging all the projectiles is too much. The dodge for the attacks is near frame perfect, a few more Invulnerability frames would make the fight (and the dodging) far more fun.  Enemies where ok, gets a bit repetitive to kill, but when you are busy dodging them during the night-time, it doesn’t really matter, survival takes precedent. |
| How did you find it navigating through the map? | Pretty simple. Would be nice to see the water a bit more alive and less static. Would suggest using more dungeon tiles to brake up the green levels; would brake up the monotony a bit. |
| What was your favourite part? | Surviving through a big horde and coming out mostly undamaged. However, I didn’t get much time to enjoy the fact I did. Maybe a bit of downtime, or a reward for doing so. |
| What did you not like? | Currency is useless after you have brought all the items; consider having the enemies drop less gems, to create a bit of scarcity to reward players for getting kills a bit more. Also, telegraph the fact that the colour of the gems grants different amounts. (have the amount flash briefly, like Spyro)  Lack of health UI when not taking damage is frustrating. |
| What did you find engaging about the game and would you play it again? | Enjoying the night cycle and surviving it. The game becomes a pseudo bullet hell. That’s where the fun is at.  Exploring what the items do (didn’t really survive long enough to get them) would also draw me back. |
| Additional Feedback: Make the bomb/potion attack a wider AOE, with a wider particle effect, different from the basic hit animation. I hardly hit a thing with it but found it useful when I did.  Making the combat more impactful would make the slaying more engaging.  The basic attack seems so weak. Giving items to grant modifies for it will be key to making the fighting more fun. | |

**Extra notes**

* R doesn’t work to restart
* not clear on the health bar
* Telegraph equipping the items
* minimap flickers on horizontal lines
* enemies shouldn’t keep on dropping gems all the time
* make water less static - design
* make the ground have extra detail in the boss room
* don’t like wizards
* rock golems don’t do any damage
* telegraph how much gems are worth & don't drop all the time
* day and night both cycles seem very short - longer days and nights ut keep it the same
* no transition from night to day
* Tooltip on what the items do
* you can go straight through the portal without collecting all the souls - when going into portal from the top
* need improvement on character design
* R for resetting the game shouldn’t be active all the time
* tutorial tooltips are irrelevant in boss room
* grey outline every time you get close to the edge of the map
* Didn't go through dungeon room on entire playthrough