Observations and Playtester Comments

In-Game Observations

Instantly got after finding weapons in terms of combat
Understood to run away or fight depending on ammo

In-Game Questions

Why did you make that choice?
- Ran from first room since didn't know to interact with crate

What did you think that would do?
- Keep him safe

What is confusing for you?
- What is the objective

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression?
- It was more than I expected

How did that impression change as you played?
- It was pretty cool but I got more confused as I went

Was there anything you found frustrating?
- Not being able to tell if I interacted with something

Did the game drag at any point?
- It was pretty short so no

Were there particular aspects that you found satisfying?
- Hitting the fast enemies with the gun

What was the most exciting moment in the game?
- Seeing the eye monster

Did the game feel too long, too short, or just about right
- Felt a little too short

Formal Elements

Describe the objective of the game.
- Honestly no idea. Explore? Make it out of the…house?

Was the objective clear at all times?

- If the objective was only to explore, yes. The puzzle was a little tricky because there was no indicator that I interacted with something

What types of choices did you make during the game?

- Used melee attacks at the start because of low ammo, later picked up ammo and started using gun

What was the most important decision you made?

- Avoiding death

What was your strategy for winning?

- Strafing the enemies

Did you find any loopholes in the system?

- No

How would you describe the conflict?

- Me vs the environment. Kill the zombies/monsters to avoid losing

In what way did you interact with other players?

- N/A - Singleplayer

Do you prefer to play alone or with human opponents?

- Alone with human *companions*

What elements do you think could be improved?

- Indicators for getting hit, hitting an enemy, interacting, etc.

Dramatic Elements

Was the game's premise appealing to you?
Did the story enhance or detract from the game?
As you played, did the story evolve with the game?
Is this game appropriate for the target audience?
On a piece of paper, graph your emotional involvement over the course of the game.
Did you feel a sense of dramatic climax as the game progressed?
How would you make the story and game work better as a whole?

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- If I had time to read before getting jumped by the zombie yeah

How did the controls feel? Did they make sense?

- Controls made total sense and felt good to move around and attack

Could you find the information you needed on the interface?

- Yeah at the beginning

Was there anything about the interface you would change?

- Make the inventory automatically be open since you can already do that

Did anything feel clunky, awkward, or confusing?

- Just the objective of the game

Are there any controls or interface features you would like to see added?

- A way to heal

End of Session

Overall, how would you describe this game's appeal?

- People that want a spooky 2D game

Would you purchase this game?

- In it's current state no

What was missing from the game?

- Something to make the objective clearer

If you could change just one thing, what would it be?

- Adding a way to heal

Who do you think is the target audience for this game?

- People that want a faster paced resident evil