

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

Meticulous with aim

Uses gun frequently

Understood the puzzle easily

Explored each level after killing all the zombies

Died after fighting too many zombies each level

Started to run

Frustrated at game

In-Game Questions

Why did you make that choice?

Does that rule seem confusing?

What did you think that would do?

What is confusing for you?

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

What was your first impression? Looks scary, the main character was not supposed to be there

Was there anything you found frustrating? There was a bug that you couldn't shoot the nurse ladies, no UI or feedback on interaction, music was loud

Did the game drag at any point? The levels seemed the same after the first few, different scenery would have helped. Fireplace was cool, but was unclear for matches

Were there particular aspects that you found satisfying? When the gun worked and killed the enemies, the first clock puzzle was clear and understandable, needs feedback for it working

What was the most exciting moment in the game? Killing the enemies

Did the game feel too long, too short, or just about right? Too short

Formal Elements

Describe the objective of the game. To escape and survive

Was the objective clear at all times? No, the fireplace was not clear

What types of choices did you make during the game? Started running past the enemies instead of fighting them

What was the most important decision you made? Running and using the shift mechanic

What was your strategy for winning? Running past the enemies and finding the exits

Did you find any loopholes in the system? That you could just run past the monsters

How would you describe the conflict? The engagement with the monsters were scary

In what way did you interact with other players? Tried to shoot with the gun or ran

Do you prefer to play alone or with human opponents? N/A

What elements do you think could be improved? Feedback for interaction, more text bubbles, more interaction (what the player's thoughts are, interacting with different objects that could help with hints), the style was reminiscent of JRPGs, use inspo from Ib or Madfather, press start with all black text or sound to show the narrative design

Dramatic Elements

Was the game's premise appealing to you? Yes

Did the story enhance or detract from the game? Enhance, clock puzzle was obvious enough

As you played, did the story evolve with the game? No, the story didn't progress

Is this game appropriate for the target audience? Yeah, 18+

On a piece of paper, graph your emotional involvement over the course of the game. Rise at seeing the bad guy, go back down when defeating them all

Did you feel a sense of dramatic climax as the game progressed? No

How would you make the story and game work better as a whole? More feedback for interactions and to show the story off more

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand? Yeah, but the inventory control should have been somewhere else, could have used a paused tutorial to read without being put into the game immediately

How did the controls feel? Did they make sense? Yeah

Could you find the information you needed on the interface? Yeah, it would be helpful for a symbol for health, make the health bar more distinct since they are both bars

Was there anything about the interface you would change? As above

Did anything feel clunky, awkward, or confusing? Some of the objects had a significant gap, needed feedback for interacting with it

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

End of Session

Overall, how would you describe this game's appeal? Youtuber's could play it for a little bit, if the story was better

Would you purchase this game? No

What elements of the game have reacted you?

What was missing from the game? Feedback, text bubbles, etc.

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

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

If you were to give this game as a gift, who would you give it to? Andrew (me)

Revision Ideas

[Ideas you have for improving the game]

Seen above