

# Observations and Playtester Comments

Person Playing: Cooper Hulett

## In-Game Observations

- Skims over text based tutorial
- Keybinds are self explanatory
- Shooting with cursor is not completely obvious
- Puzzles puzzles need hints

## In-Game Questions

Why did you make that choice?

-ignores the crate and runs off

Does that rule seem confusing?

-opening crates are not apparent

What did you think that would do?

-thinks that the all objects are interactable

What is confusing for you?

-where to find items

## Postgame Questions

### General Questions

What was your first impression?

-game is scary but cool

How did that impression change as you played?

-game became more strategic to survive

Was there anything you found frustrating?

-finding weapons and hitting enemies

Did the game drag at any point?

- Running around looking for doors

Were there particular aspects that you found satisfying?

-killing mobs

What was the most exciting moment in the game?

-killing mobs

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

-about right

## Formal Elements

Describe the objective of the game.

-find the door

Was the objective clear at all times?

-yes

What types of choices did you make during the game?

-use gun or knife

What was the most important decision you made?

-using ammo

What was your strategy for winning?

-conserve items

Did you find any loopholes in the system?

-spam click shift- other games they've played has a similar loophole

How would you describe the conflict?

-ignorable

In what way did you interact with other players?

-n/a

Do you prefer to play alone or with human opponents?

-human opponents

What elements do you think could be improved?

-tutorial

## Dramatic Elements

Was the game's premise appealing to you?

-fighting zombies

Did the story enhance or detract from the game?

-neither

As you played, did the story evolve with the game?

-yes

Is this game appropriate for the target audience?

-yes

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?

- Not much

How would you make the story and game work better as a whole?

-add cutscenes

## Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

-kinda easy to skim over

How did the controls feel? Did they make sense?

-yes

Could you find the information you needed on the interface?

-yes

Was there anything about the interface you would change?

-more text

Did anything feel clunky, awkward, or confusing?

-no

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

-hitt reg

## End of Session

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

-game was fun to solve puzzles

Would you purchase this game?

-yes

What elements of the game have reacted you?

-puzzles

What was missing from the game?

-story

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

-bigger rooms

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

-horror enjoyers

If you were to give this game as a gift, who would you give it to?

-people my age that enjoy horror games

## Revision Ideas

- Have cutscenes and a tutorial explaining what is happening that you cant skip