Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

Interacted with the container more times than required.

Sped through the game and used ammo too quickly, where once they ran out they just ran

Figured out the clock puzzle pretty easily.

Did not take time to interact and explore all parts of the game

Used sprint frequently

Hugged the right side of the screen to make sure the wall was visible at all times

Was not able to land most of the shots from the gun, as it was a projectile that they were not adjusted to

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? The game looked ominous and scary, as the limited vision contributed to the scariness, the music when the zombie followed was intense

Was there anything you found frustrating? There was no feedback on interacting with stuff, couldn't tell if they actually interacted with it correctly

Did the game drag at any point? The latter half of the game dragged as the rooms seemed a bit big, could have used more assets to not make it so bare.

Were there particular aspects that you found satisfying? Landing gun shots on enemies and them dying in 2 hits

What was the most exciting moment in the game? The suspense build up from the hallway after entering into the fireplace.

Did the game feel too long, too short, or just about right? It felt a bit long after the hallway, where there wasn't too many things to interact with, and the enemy fight wasn't as climatic as it could have been

Formal Elements

Describe the objective of the game. To escape and survive

Was the objective clear at all times? The objective was clear, but where to go was not as clear

What types of choices did you make during the game? AFter dying a few times, they started to just try and run past the enemies

What was the most important decision you made? Preserving health and maintaining a low level of fatigue so that they could run past the enemies when they were close

What was your strategy for winning? Running past the enemies

Did you find any loopholes in the system? If you quickly tapped and released shift, your fatigue bar would not go up that much but you would still run pretty fast

How would you describe the conflict? The monsters such as the spitter and predator were more interesting than the slow zombies

 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, no other players

What elements do you think could be improved? Feedback for interaction, more text bubbles, better conveying of the narrative, a boss battle.

Dramatic Elements

Was the game's premise appealing to you? Yes

Did the story enhance or detract from the game? Neither, the story didn't seem to relate to the gameplay

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. High initially, after the first few encounters, the enemy would just be annoying

Did you feel a sense of dramatic climax as the game progressed? Towards the end yes

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 it was distracting having to outmaneuver the first zombie in the first room while trying to read the instructions

How did the controls feel? Did they make sense? Yeah, the gun projectile was a bit slow

Could you find the information you needed on the interface? Yeah, maybe shift the inventory to the bottom

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

Did anything feel clunky, awkward, or confusing? Some collisions were not where the sprite was and extended past it

Are there any controls or interface features you would like to see added? Textbox pop ups for UI to tell the story or what was happening when interacting with an object

End of Session

Overall, how would you describe this game's appeal? Good for indie horror

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? The enemies were a bit boring after a while

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? Sister

Revision Ideas

[Ideas you have for improving the game]

Seen above