

# Observations and Playtester Comments

## In-Game Observations

[Your thoughts as you watch the testers play]

Died in the first play through after running out of ammo trying to kill all the zombies

Thoroughly explored all areas of the levels.

Understood clock puzzle easily after we implemented the hint at the bottom

Solved the clock puzzle but suggested the carpet should resemble a clock more.

Preferred running from enemies rather than fighting.

Underwhelmed

## 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 introduction was too abrupt without enough time to understand anything, just was put into the first level

How did that impression change as you played? It became more clear what they were supposed to do, and the combat seemed pretty understandable.

Was there anything you found frustrating? Stuck at clock puzzle even though they already cleared it and got the necessary keys, wasting a lot of time before checking the door again to see it was open

Did the game drag at any point? The clock puzzle took too long and they check all cabinets even though it was unnecessary and they could progress to the next room

Were there particular aspects that you found satisfying? Gun feedback was similar to league where you aim with the mouse cursor, so it was satisfying when the enemies died in two shots

What was the most exciting moment in the game? The second hallway with the spitter

Did the game feel too long, too short, or just about right? Slightly too long at the beginning with the clock puzzle

## Formal Elements

Describe the objective of the game. Go through the levels to reach the end

Was the objective clear at all times? Yeah, progress to next room, just had to find some way to get past obstacles if there were any

What types of choices did you make during the game? Tried to find all things in each level, but after the clock puzzle didn't look too much at everything

What was the most important decision you made? Having enough distance between the enemies so that they could shoot them without any risk of taking damage

What was your strategy for winning? Maintaining distance from the enemies, running when out of ammo

Did you find any loopholes in the system? There was a bug where some enemies weren't able to be shot with the pistol, the bullets would just go past him

How would you describe the conflict? The enemies were intense, the music definitely added to the stress

In what way did you interact with other players? Kept safe distance from zombies or ran from them

Do you prefer to play alone or with human opponents? Forced to play alone

What elements do you think could be improved? Feedback on interactions, could be sound when opening the door to indicate that something happened, same with fireplace puzzle

## Dramatic Elements

Was the game's premise appealing to you? The escape from a mansion was intriguing, but could have been portrayed better, did not look too much like a mansion

Did the story enhance or detract from the game? The story didn't seem to relate to the game

As you played, did the story evolve with the game? The story did evolve, but it seemed unrelated to parts of the story from before

Is this game appropriate for the target audience? Yeah, the target audience seemed to be teenagers into indie horror

On a piece of paper, graph your emotional involvement over the course of the game. Normal distribution curve

Did you feel a sense of dramatic climax as the game progressed? There weren't any sounds to indicate so, so no

How would you make the story and game work better as a whole? Need to add sound indicators and have more sounds that enhance what part of the game you are at

## Procedures, rules, interface, and controls

Were the procedures and rules easy to understand? Yeah

How did the controls feel? Did they make sense? The controls were self-explanatory at the bottom, needed more practice for the gun at the beginning

Could you find the information you needed on the interface? No, there weren't text boxes that showed the what was happening when interacting with stuff

Was there anything about the interface you would change? Add text boxes for interactions

Did anything feel clunky, awkward, or confusing? Interacting with the box multiple times before realizing that they got what was in the container

Are there any controls or interface features you would like to see added? Dynamic vision instead of fixed vision circle

## 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? More interesting boss fight, collectable items, better relation of story to the game

If you could change just one thing, what would it be? Add text boxes after interacting with each object

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

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

## Revision Ideas

[Ideas you have for improving the game]

Seen above