

Observations and Playtester Comments

Player: Eric Mecoyan

In-Game Observations

- again they skip over the crate
- instead of looking at the room , they go to next level without weapon
- skip over text
- doesn't know control
- hard to hit targets
- puzzles need more assistance

In-Game Questions

- Why did you make that choice?
- skipped crate as they didn't know they were interactable
- going door to door was self explanatory
- Does that rule seem confusing?
- puzzles are confusing
- What did you think that would do?
- thought you can break all objects
- What is confusing for you?
- the object of the game

Postgame Questions

[Questions you ask the testers as they have played]

General Questions

- What was your first impression?
- confusing but combat is fun
- How did that impression change as you played?
- understood what to do
- Was there anything you found frustrating?
- Hitting the targets as well
- Did the game drag at any point?
- yes early on but they don't enjoy puzzles type games
- Were there particular aspects that you found satisfying?

Figuring the puzzle

What was the most exciting moment in the game?

-figuring the puzzle

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

-about right

Formal Elements

Describe the objective of the game.

-escape the mansion

Was the objective clear at all times?

-yes

What types of choices did you make during the game?

-skipped over crates and shootbales

What was the most important decision you made?

-pick up gun

What was your strategy for winning?

-go to near wall

Did you find any loopholes in the system?

-no

How would you describe the conflict?

-fun

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?

-more abilities/ guns

Dramatic Elements

Was the game's premise appealing to you?

- No but not a fan of horror

Did the story enhance or detract from the game?

- Neither did not affect the game

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

-no

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?

-no

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

-more levels

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

-yes

How did the controls feel? Did they make sense?

-yes like most other games

Could you find the information you needed on the interface?

-some of the time

Was there anything about the interface you would change?

-bigger inventory and in the center bottom

Did anything feel clunky, awkward, or confusing?

-no

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

- Option to change keybinds

End of Session

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

- Fighting zombies

Would you purchase this game?

-no

What elements of the game have reacted you?

-combar

What was missing from the game?

-upgrade to player so as the game progress the player gains new abilities and weapons and enemies get stronger

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

-not 2d

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

-people who enjoy indie games

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

-people who like horror

Revision Ideas

-level system for the player to give the user to keep on playing