

# Observations and Playtester Comments

## In-Game Observations

[Your thoughts as you watch the testers play]

He understands the scenario well and conserves resources

Understands that he can juke the enemies

Got terrified of monster sound effects

Explored all parts of each level

The analogy of carpet to clock was a bit confusing

Clock puzzle was understandable, but wishes the carpet represented a clock more

Sad that he has to do the puzzle again when entering and leaving the scene

Frustrated about bandage functionality

Turned on fire, drawn to bright things

Likes to run from enemies

Underwhelmed with ending

Playback of music was admired

## 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? - Horrific cutely

How did that impression change as you played? Yeah during the second room, jumped at the noise of the spitter

Was there anything you found frustrating? The puzzle was too much text, not enough action affiliated with it

Did the game drag at any point? Middle to the end map was too big,

Were there particular aspects that you found satisfying? Shooter guy was cool and different

What was the most exciting moment in the game? Screaming at spitter sound

Did the game feel too long, too short, or just about right? Slightly too long from middle to end

## Formal Elements

Describe the objective of the game. Go through the levels

Was the objective clear at all times? Yeah, progress to next room

What types of choices did you make during the game? Safe and slow, don't die, preserve resources

What was the most important decision you made? Using container on firework puzzle

What was your strategy for winning? Run past monsters after dying a few times beforehand

Did you find any loopholes in the system? He softlocked himself due to bad implementation of the fireplace puzzle

How would you describe the conflict? Eyeball monster was scary, mood is set to be in a horror setting

In what way did you interact with other players? Kill them before getting killed or ran

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

What elements do you think could be improved? Pacing of the game (shrinking levels, new features/monsters)

## Dramatic Elements

Was the game's premise appealing to you? Yeah, the narrative design was appealing

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? Saw more enemy types

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. Bell Curve

Did you feel a sense of dramatic climax as the game progressed? Nah

How would you make the story and game work better as a whole? Make stuff more obvious

## Procedures, rules, interface, and controls

Were the procedures and rules easy to understand? Yeah

How did the controls feel? Did they make sense? Gun delay wasn't satisfying

Could you find the information you needed on the interface? Yeah, after realizing, maybe could've made it bigger and utilize black space better

Was there anything about the interface you would change? Make it bigger,

Did anything feel clunky, awkward, or confusing? No feedback on interactions, made it confusing as to what just happened and if he actually interacted with it or not

Are there any controls or interface features you would like to see added? Cycle through things in inventory with scroll wheel

## End of Session

Overall, how would you describe this game's appeal? If you like indie horror this if for you

Would you purchase this game? No

What elements of the game have reacted you?

What was missing from the game? Boss, ending, more narrative, conveyed better, pacing

If you could change just one thing, what would it be? Less levels or more different types of monsters

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? Taniqsha

## Revision Ideas

[Ideas you have for improving the game]

Seen above