

Observations and Playtester Comments

In-Game Observations

[Your thoughts as you watch the testers play]

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?

- Spooky atmosphere, instant understanding the goal is to survive

How did that impression change as you played?

- The creators did a good job at making the atmosphere and more mysterious as the game continued

Was there anything you found frustrating?

- a few bugs in the animation; getting used to weapons

Did the game drag at any point?

- No, scenes without action added to the suspense

Were there particular aspects that you found satisfying?

- Exploring rooms with new features/furniture/design

What was the most exciting moment in the game?

- Solving the puzzle and encountering stronger monsters

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

- without story it felt short but with story I think it can be a perfect pace

Formal Elements

Describe the objective of the game.

- survive against the monsters and explore the building

Was the objective clear at all times?

- Yes, the variety of monsters and single-path route made it clear

What types of choices did you make during the game?

- collecting as many items as possible

What was the most important decision you made?

- collecting the given weapons

What was your strategy for winning?

- watch my distance from the zombie

Did you find any loopholes in the system?

- none

How would you describe the conflict?

- adapting to the stronger monsters encountered

In what way did you interact with other players?

- (no multiplayer)

Do you prefer to play alone or with human opponents?

- I enjoy both types of games but more so alone

What elements do you think could be improved?

- Improvement in the movement coding, combat coding, and visuals plus the addition of story could make this a successful game

Dramatic Elements

Was the game's premise appealing to you?

- the atmosphere, mystery, horror elements, and puzzle solving made it appealing

Did the story enhance or detract from the game?

- The few story bits added to the game

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

- Not too much

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

- Was unsure of what to do as progressing so no

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

- adding a small introduction for our setting, and getting to know our character more as we progress

Procedures, rules, interface, and controls

Were the procedures and rules easy to understand?

- yes, easy to pick up

How did the controls feel? Did they make sense?

- yes, they made sense

Could you find the information you needed on the interface?

- All information was given at the start

Was there anything about the interface you would change?

- Adding more features to the UI, like navigation tools and enemy health bars

Did anything feel clunky, awkward, or confusing?

- usually drawers aren't set away from walls so it would be cool to show if the placement is purposeful or that way because the building is abandoned or overrun

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

- navigation tools and enemy health bars
- Customize avatar

End of Session

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

- It is appealing to mystery and horror game enjoyers

Would you purchase this game?

- With more work done, I could see myself purchasing ,

What was missing from the game?

- Mostly, a deeper story background element

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

- Consistency in the art style of the game

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

- mystery and horror game enthusiasts, high schoolers, college students, older adults, pixel art enthusiasts

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

- my cousins and friends who I watch zombie movies with