**Post Test Summary**

General Summary on Test Process:

https://docs.google.com/spreadsheets/d/1dNoIvz7z7VxLla7lWsQWxRgCnSs8eHJlketFFqsjUnE/edit?resourcekey#gid=2122756130

1. Problem Summary: Cannot interact with NPC properly

Frequency: Low

Severity: High   
Discovered By: jerryl

Designer to follow up: Quek Kah Jin

Description:

Rarely, the option to interact would disappear despite being in range.

2. Problem Summary: Does not know how to attack the enemy

Frequency: None

Severity: High  
Discovered By: No one

Designer to follow up: Quek Kah Jin

Description:

Everyone knows how to left click to attack

3. Problem Summary: Does not understand movement with platforms

Frequency: Low

Severity: Medium  
Discovered By: Basil

Designer to follow up: Quek Kah Jin

Description:

Was not Obvious that the thin white line was passable from below, and that S Key while standing on it allows you to pass through it

4. Problem Summary: Does not know how to switch weapons

Frequency: low

Severity: medium  
Discovered By: Lovell

Designer to follow up: Quek Kah Jin

Description:

Decided not to equip a secondary weapon due to preferences, thus not being able to swap, should make more cool weapons

5. Problem Summary: Does not craft a weapon after slaying an enemy

Frequency: None

Severity: High  
Discovered By: No one

Designer to follow up: Quek Kah Jin

Description:

Everyone went back to craft items after slaying an enemy

6. Problem Summary: Does not equip a new item

Frequency: None

Severity: High  
Discovered By: No one

Designer to follow up: Quek Kah Jin

Description:

Everyone equipped something

7. Problem Summary: Does not go to the next room

Frequency: None

Severity: High  
Discovered By: No one

Designer to follow up: Quek Kah Jin

Description:

Everyone moves on to room 2 from the starting room

8. Problem Summary: Does not notice drowning when drowning

Frequency: Low

Severity: Medium  
Discovered By: Basil

Designer to follow up: Quek Kah Jin

Description:

Very few stayed long enough in water to start drowning. When they do, there is no clear indication of drowning other than health dropping.

9. Problem Summary: Does not notice status ailments

Frequency: Low

Severity: High  
Discovered By: Basil

Designer to follow up: Quek Kah Jin

Description:

He was too engrossed with standing lava. Also the UI is too small.

10. Problem Summary: Does not dash

Frequency: None

Severity: High  
Discovered By: No one

Designer to follow up: Quek Kah Jin

Description:

Everyone double taps a/d intentionally or unintentionally and learns it.