# Opening questions:

* Tell me about some of the games you play.

I play a lot of Dark Souls these days, Terraria, first-person shooters like TF2 and other such games, Tribes Ascend recently.

* What do you like most about these games?

Probably the sense of challenge and reward that they provide. Dark Souls is very challenging, however it’s very satisfying to actually complete the games. Tribes Ascend requires a lot of skill to get very good at, and since it has a lot of hit-or-miss weapons, it really rewards the player for careful timing and aiming and such.

* What was the last game you purchased?

The Outer Worlds, I think.

# Observations

The tester:

* Did not immediately realize they could hold down the fire button.
* Noted they were having a hard time “keeping track of things visually,” and noted some blurring with movement.
* Was unclear as to what many of the powerups did.
* Almost immediately clicked “Continue” on the Upgrade screen on their first visit.
* Noted the limited sound design.
* Was confused by the slowing hazards, which may have been due to a specific instance of one overlapping the cars.
* Noted the tradeoff between speeding through a level and gathering tokens from fallen enemies.
* Was confused when the upgrade cost increased from 1 per upgrade to 2 per upgrade.
* Felt like some bullets were hitting them when they shouldn’t have.
* Felt like the boss fight was very easy, especially after obtaining upgrades, and that it could benefit from higher attack frequency and a smaller arena.
* Noted that enemies spawn on screen in the Ambush.
* Felt a lack of scaling of difficulty.
* Noticed that they were hit by the boss after the boss had died.

# Discussion for after the testing:

* What was the thing that you enjoyed the least?

The movement felt a slight bit floaty, but I feel like that makes sense for the physics of this game in particular, since you’re on a motorcycle and all, but I feel like you could maybe have an upgrade for the torque your bike has, the turning speed, things like that. I feel like the movement was slightly unsatisfying.

* What was your favorite moment or aspect?

The mass amount of projectiles and enemies there can be on screen. Bullet hell moments are where I think this game shines the most.

* If you could add or take away any part of the game what would it be?

Add: Being able to turn more cleanly, increasing max speed, maybe being able to defeat enemies just by running into them?

Remove: I didn’t take many of the bullet size upgrades, but I don’t think that necessarily needs to be removed, just slightly buffed.

* A potential feature we were thinking of adding is a dash, either in place of or in addition to the slow down. (Yeah I didn’t use the slowdown at all, I just realized.) How would you feel about having a dash in the game?

A dash would be very good for this kind of game, because I found myself getting cornered by those flame-spouting enemies. I feel like they can circle you very easily, so having a limited ability to get yourself out of those situations instead of just taking damage seems like a very good idea.

* Did you feel like the game was fair?

Yeah, other than a couple slight hitbox issues, and I got hit by the boss after it died, I felt like it was very fair.

* Did you find any part of the game confusing or didn't understand?

At a glance, I couldn’t understand a lot of the powerups because the thorns and the invincibility wasn’t immediately obvious to me, I couldn’t see it and immediately think “Oh, I’m invincible now,” or “Oh, I can hurt people by running into them.”

* How would you describe this game to your friends and family?

Touhou on a motorcycle.

* Was there anything you want to do but couldn't?

Wheelies.

* Do you think that the theme of the game is accurately portrayed?

Yeah. I feel like it could use a couple more environmental changes, maybe tumbleweeds rolling across the road or maybe a sandstorm level would be interesting. I think the theme was portrayed pretty well, with the sprites and environment.

* How did you feel about the pace of the game?

Like I said, scaling’s a little lacking. I didn’t quite feel like I was getting into later parts of the game. The upgrades are very easy to stack, with health and fire rate.

* How do you feel about the controls of the game?

Like I said, sorta floaty. Could have used a dash mechanic. Point-and-click and WASD has never gone wrong. But I did feel like I didn’t ever really need the slow time mechanic. I feel like the focus could fall more on making the player feel more mobile rather than having them slow themselves down.

* Would you like controller support?

Probably a very good fit for this game.

* Did the game become boring or repetitive? If so how long did that take?

I never really got bored or tedious. The first couple levels had some challenge to them, but the upgrades that I got just made it easier and easier and it felt like the enemies weren’t scaling.

Please rate the following on a scale from 1 (worst) to 5 (best):

* The fairness of the game.

I’d give it a 4. The missing point is for the floaty movement.

* The amount of fun you had playing the game.

5, I actually had a blast.

* The user interface of the game.

Again, the upgrades could probably use a little popup, even just stating “Thorns” or “Invulnerability”, but other than that the layout’s pretty good. I’d give it a 4.

* The pace of the game.

2.

* The movement and control system.

3.