

Experiments	Main Game - Minimal Playability	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	2/3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers Kind of seems like there are a lot of controls in many different locations which was a bit overwhelming when learning.	

Experiments	Which modes/parts of the game did you test: -	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3/3
Comments	Any other thought you want to share with the developers Zoom wasn't used because O and P aren't reachable	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	2/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	1/3
Comments	Any other thought you want to share with the developers out of screen clicks are really buggy and not at too much game play.	

Experiments	General gameplay	
Evaluation: Controls	Controls to what is specified.	3/3
Evaluation: Visuals	Sprites are animated and look fly	3/3
Evaluation: Gameplay	Fast paced but well-balanced	3/3
Comments	Well done! look forward to updates!	

Experiments	I test almost all part of game.	
Evaluation: Controls	Nice control flow, can improve with key-release, press	2/3
Evaluation: Visuals	Great and has one middle stage of turning pleyer	3/3
Evaluation: Gameplay	Kind hardship	2.5/3
Comments	Nice generally, will be better to add more skills / enemy kinds.	

Experiments	Which modes/parts of the game did you test? The main game only	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? Yes cool the mouse should be bound to the window though	2 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? It is very posishy	3 / 3
Comments	Any other thought you want to share with the developers I'm wondering if it might be better without the mouse? Fun though	

Experiments	Which modes/parts of the game did you test? gameplay, zoom	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? yes	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? yes, nice knockback	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? yes	2 / 3
Comments	Any other thought you want to share with the developers I thought floor tiles were walls at first... Knock back is nice Maybe walls later? Not much to do it felt except to spam fire	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	2 / 3
Comments	Any other thought you want to share with the developers Maybe a goal or level changes would be good.	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Fun game!	

Experiments	Which modes/parts of the game did you test? minimal playability	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? controls are really smooth	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? player animations are great	2 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? the more enemies!	2 / 3
Comments	Any other thought you want to share with the developers intense music	

fun and challenging Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? Yes	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? the main game make it fullscreen please :)	2.5 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers super fun shoten up so far, maybe just quality of life things you mentioned adding such as pickups. Maybe add bosses too?	

Experiments	Played the entire game	
Evaluation: Controls	functioned mouse / kb control	3 / 3
Evaluation: Visuals	Decent visual effects	2 / 3
Evaluation: Gameplay	Nice Menu, missing tile functionality	2 / 3
Comments	AI seems to be quite smart	

experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? -1?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers - fireballs speed is quite slow compared to enemy speed - visuals were awesome! - death animation is unclear that the game is over; would be helpful if player reacted faster or game froze	

Experiments	Which modes/parts of the game did you test? movement, shooting fireballs/ice	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? yes	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? yes	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? It was fun! A bit hard to sustain play (die really fast)	2 / 3
Comments	Any other thought you want to share with the developers Ways to power up health would be helpful.	

Experiments	Which modes/parts of the game did you test? moving around, shooting enemies	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	2 / 3
Comments	Any other thought you want to share with the developers - have an edge around I think edges of map should be outlined or else it looks like I could move off the map. - reduce mana bar	

Experiments	Which modes/parts of the game did you test? All of it	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test? Combat, movement	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? controls are smooth, maybe allow fullscreen to not click out of window	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? not enough feedback that im hitting enemies.	2 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? a little too easy, more enemy types?	2 / 3
Comments	Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	2.5 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	2.5 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Controls: mouse out of screen three keys are pressed nice increase of game difficulty.	

Experiments		
Evaluation: Controls	Nice and intuitive, only fireball has no cooldown	3 / 3
Evaluation: Visuals	great pixel art and particles	3 / 3
Evaluation: Gameplay	fun, varied enemies and bullets to dodge	3 / 3
Comments	fireball is overpowered if you can click really fast, needs cooldown	

Experiments	Which modes/parts of the game did you test? <i>Gameplay.</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? <i>Yes, smooth</i>	<i>3 / 3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events? <i>Yes, but can have more effect like get</i>	<i>3 / 3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...? <i>Yes, It is challenging</i>	
Comments	Any other thought you want to share with the developers <i>hurts by enemy.</i>	