

Post Task Walkthrough :

James:

Session Notes

- Struggled to find the gate initially and failed to identify the button to interact
- Initially, I struggled to determine what my abilities were
- Did not test abilities in the tutorial section
- It took time to read upgrades which is ideal given the strategic gameplay
- I struggled to find the key to close the upgrade menu
- Over spawning of enemies led to running around(Difficulty) - Prevents them from beating the game as the player does not level up
- Clipping textures on Level 1 Map bookshelf
- Missing Upgrade Cue to keep players informed they need to upgrade
- Sword gameplay is not being utilized due to the number of enemies

Questions

Did you figure out what the abilities do? And how long did it take

- Yes eventually. First round

First impression

- Nice visuals

Frustrating aspects?

- Melee Attack - Slow and not viable. Feels helpless

Good aspects?

- Dashing is a satisfying ability and so is the lunar lance

Strategy?

- Mix of Dashing and utilizing projectile attack. No melee attack

Controls?

- Simple. Not too much to learn.
- Troublesome taking the hands of WASD to use the abilities

Suggestions?

- No issues with enemy numbers

Level of Difficulty?

- 3 1/2 - Difficult unless you craft a tactic

Liz:

Controls & Mechanics

- The controls stuck frequently due to the computer's performance
- In the tutorial scene, trying to dash caused me to miss some of the hints. It would be better to fade the hint if it has been read.
- It is better not to start from the very beginning when dying from a certain level
- Need some time to get used to the controls of abilities.
- The spawn of enemies is too frequent. Need some time to figure out the strategy, the difficulty is not that friendly for those who have no experience in gaming. It would be nicer to give some hints for strategy or practice in the tutorial set.
- Stuck in the first level and have fewer chances to upgrade their abilities.
- I hope there is an ability to recover.

Visual & Audio

- Maybe adding more volume and area lights to enhance the variations in texture. It's too dark to see the details on texture.

Frank:

Controls & Mechanics

- The damage of melee attack is too low, and not very useful when surrounded by enemies.
- It would be better to give a hint of cd time.
- Strategy: Mix moonlight blessing(range attack) and utilizing projectile attack. No melee attack.
- If the amount of shards are same in each level, why can't I just level up all the skills in the first level?
- It feels like the troll's attack is a 90-degree range of AOE, which is much more powerful than my melee attack.

- I climbed to the full level. The mechanic is very flexible. It allows me to keep exploring new combat strategies.

Visual & Audio

- Like the drawing of Lunala

Johnathan

Controls & mechanics

- Controls very intuitive and give a great sense of motion to the character
- The strategy I found most useful is to use my abilities to the greatest extent, using a combination of the explosion ability and healing ability
- Having a harder mode with an increased amount of enemy spawning would greatly improve the experience

Visual & Audio

- The visual style of the game is unique being set in a tower, the visual match that aesthetic

What aspect of the game did you enjoy

- Greatly enjoyed the simple yet demanding playstyle of the game which included the skill tree system and the level system

Andrew

- Impression
 - Very well built and graphics seem very cohesive, art style really match each other, coherent as a theme
 - Created expectation what the game should look like, fulfill expectations in how the combat and movement should be, set up very well
 - Felt supported by tutorial at the start
- Bugs
 - Sliding death animation
- Strategy
 - Constantly moving around is important to evade enemies
 - Dashing and movement is very important in coordinating attack
 - Wait for enemies to group together to use abilities instead of melee
- Frustration
 - Healing is annoying but the small amount of healing make it feel like the ability isn't working, amount of healing very limited have to upgrade for ability to have effect
- Suggestions
 - Character customisation to change look of the Lunala