


Question	Response	
1. How much time do you think you were playing for?	2-3 mins per playthrough	
2. Did the enemies seem overpowered or too easy?	Fast, but predicatble after a few playthroughs	
3. Did the rooms seem too confined or too spacious?	The right size	
4. Did you feel like the decisions you made had an impact on your success?	Not really	
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Spread reward was favorite. Hard to notice others	
6. Were the controls intuitive?	Controllers were intuitive. Familair after first playthrough	
7. Were you unsure of your next step at any point?	No, pretty straight forward	
8. Was there anything you expected but didn't get from the game?	No expectations	
9. On a scale of 1-10, how much did you enjoy playing the game?	7	
10. Do you have any other suggestions ?	Health regen packs, weapon variety (automatic weapon), increases enemy health	
Notes		
The enemies are really fast		
Camping in a hall way		
Positive reaction to spread power up		
Game crashed on 3rd playthrough		
Won on 3rd playthrough		

Mental
Calculation

Skill Chance

Physical
Dexterity

Question	Response	
1. How much time do you think you were playing for?	20 mins	
2. Did the enemies seem overpowered or too easy?	Once startegy was figured out, they become easy. Boss was too easy	
3. Did the rooms seem too confined or too spacious?	Good size	
4. Did you feel like the decisions you made had an impact on your success?	Not sure. Determined that balls affected gun powers	
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?		
6. Were the controls intuitive?	Liked WASD. Mixed feelings about using F. Use both sides of mouse. Overall pretty intuitive.	
7. Were you unsure of your next step at any point?	Yes, unsure of which color ball to go to. Not sure what room to pick	
8. Was there anything you expected but didn't get from the game?	Better information and feedback about taking damage. Expected attacks to deal damage, not just touch.	
9. On a scale of 1-10, how much did you enjoy playing the game?	6.5	
10. Do you have any other suggestions ?	Controls in menu; improve HUD; damage inidicator	
Notes		
better camera control		
needs UI or instructions		
game crashed on first playthrough when fighting aliens		
unaware of death		
ball rewards not obvious		
they die really easily		
Exit game button should be red and are you sure?		
Taking damage is not obvious		
Don't know why the balls are there		
Learned stay far away strat		
Volume slider for music		
Crashed again in hourglass room		
Damage at touch not realistic		
Wanted to play again		
No indicator of progression		
Boss died immediately; needs to be harder		
Indicator of enemy health		

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Question	Response
1. How much time do you think you were playing for?	8min
2. Did the enemies seem overpowered or too easy?	Too easy
3. Did the rooms seem too confined or too spacious?	confined
4. Did you feel like the decisions you made had an impact on your success?	yes
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	Add HP
6. Were the controls intuitive?	yes
7. Were you unsure of your next step at any point?	yes
8. Was there anything you expected but didn't get from the game?	yes
9. On a scale of 1-10, how much did you enjoy playing the game?	7
10. Do you have any other suggestions ?	1). To move player's view up and down, not only left-right. 2). To show in real time how many enemies in this room, alive or dead 3). To show in real time how many rooms players have completed 4). While weapon upgrades, seems rooms' difficulty has not been increased. 5). Animation to enter the next room 6). Boss is toooooo easy
Notes	

Question	Response
1. How much time do you think you were playing for?	5mins
2. Did the enemies seem overpowered or too easy?	Too easy
3. Did the rooms seem too confined or too spacious?	The rooms size is acceptable.
4. Did you feel like the decisions you made had an impact on your success?	No
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	?Yes, the split bullets are very useful.
6. Were the controls intuitive?	Better add a HUD.
7. Were you unsure of your next step at any point?	No
8. Was there anything you expected but didn't get from the game?	No animation when the enemy dies
9. On a scale of 1-10, how much did you enjoy playing the game?	3
10. Do you have any other suggestions ?	If add a zoom in zoom out option, HUD, difficulty selection, weapon selection, In-game guidance, different enemies, and multi-player host, that will be great.
Notes	

Question	Response
1. How much time do you think you were playing for?	10 mins around.
2. Did the enemies seem overpowered or too easy?	latter, the only difference of the boss between the minor might be the model
3. Did the rooms seem too confined or too spacious?	fine for me
4. Did you feel like the decisions you made had an impact on your success?	no, the initial weapon seems to be already enough for a total run
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	well... speed boost, special slave, score bonus etc.
6. Were the controls intuitive?	yes, but operation description might be still necessary
7. Were you unsure of your next step at any point?	no, each room might be the same for me
8. Was there anything you expected but didn't get from the game?	final summary when I succeeded to finish a run
9. On a scale of 1-10, how much did you enjoy playing the game?	6
10. Do you have any other suggestions ?	hope to see some common elements in previous rouge-like games I have played before
Notes	

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Question	Response		
1. How much time do you think you were playing for?	7		
2. Did the enemies seem overpowered or too easy?	Boss too easy, others fine		
3. Did the rooms seem too confined or too spacious?	Good variety. Hallway one is too easy.		
4. Did you feel like the decisions you made had an impact on your success?	Not really, didn't know what the other paths were so they just randomly chose one		
5. Were the room completion rewards valuable? What was your favorite / least favorite reward?	For the ones that they knew what they did (double shot, spread), yes. Health depended on the players current health. The other ones, no.		
6. Were the controls intuitive?	Yes.		
7. Were you unsure of your next step at any point?	No		
8. Was there anything you expected but didn't get from the game?	See notes		
9. On a scale of 1-10, how much did you enjoy playing the game?	8		
10. Do you have any other suggestions ?	See notes		
Notes			
Hallway room too easy	<div> <div>Skill</div> <div>Chance</div> <div> <div>Mental Calculation</div> <div>Physical Dexterity</div> </div> <div> <div>×</div> </div> </div>		
Double shot and spread has good reception, both considered balanced.			
Not obvious how much total health you have. Maybe have the health ticks turn gray when they're gone			
Rewards should indicate what they are (at very least, give the mapping in the pause/start menu)			
Boss is way too easy			
Room counter would be nice			
Liked variation of rooms			
Idea: Increase difficulty as your win streak increases. Enemies have more health, do more damage, better rewards			
Would be cool if enemies also dropped some rewards (maybe only on high difficulties)			
Unclear when player is damaged			
Would be cool if you could tell the difficulty of a path (maybe based on # of rooms / types of rooms). Rewards would need to be synced to give better rewards for harder paths			

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