

Space Rogue Playtest Script

Instructor: Thank you for taking the time to playtest "Space Rogue". Space Rogue is a game where you play as a spaceship crew-member that has awoken from a cryogenic sleep to a ship full of aliens. You wake up with a post-cryo amnesia and don't remember your way around the ship. Your mission is to fight your way out, one room at a time.

As you play through the game, please be as open as you can about your thought process and how you're approaching each room. If you can speak out loud about what you're thinking, it will really help us to understand how people are playing the game. Also, please feel free to ask any questions at any time. If you've got a question, there's a good chance that a lot of other players will as well.

This game is a Rogue style game where you play through the game multiple times. Each individual playthrough must be completed in one sitting, there is no saving. If your character dies, the playthrough is over. You will finish a playthrough by killing the final boss. Your success will be measured by your win streak.

In each room you will be presented with enemies who want to attack you and won't stop until you're dead. In order to move on to the next room, you must kill all of the enemies. After killing all enemies, you will have 1 or more doors that are unlocked. These rooms may have a reward associated with them, such as health regeneration or increased weapon damage. You will get to choose which room you go in, but no matter the choice you will always progress towards the end of the ship. At some point, you will enter a room with a stronger enemy, who is the final boss of the game. After destroying him, you will be finished with that playthrough.

You control the character using basic keyboard controls - WASD for movement, the mouse for aiming, F for interaction, and mouse left click for shooting.

You will also have the ability to "dash" by pressing the SHIFT key. This will propel your character forward and they will be able to move through enemies without getting damaged.

We are going to ask you to attempt at least 3 playthroughs of the game. A playthrough will count if you die or survive. A playthrough should only take a couple of minutes.

Do you have any questions before we begin?

[Instructor answers any questions the playtester has]