

PLAYTESTING 1

What are they doing well?	What area do they need to improve on?
the game seems fun	Maybe too many features for this class
horror idea while taking care of a NPC sounds like a fun experience	nothing
Whispers of the forgotten. 3D single player. I like the horror genre and the story of the game. Kidnapper chase feature sounds amazing!	What is their MVP looks like? What features are must?
Whispers of Forgotten - Good slides. Elias an unreliable NPC.	Audio. Do you have some sources? Big list of challenges.
Novel idea, seems executable enough.	Might be hard to implement a smart companion AI.
I like that there is an npc that works through the escape room with you	you need some extra time to think of actual puzzles to include which might be difficult especially when you are working with progressing levels.
very nice explaining and idea. Sounds fun to escape house. Elias seems like a terrible person :)	wish that they explained and little more on the story side.
Very organized presentation, with expression of all their ideas.	Maybe include ideas for animations.
Cool title name and nice idea!	They need add more information for the story
Neat concept	NPC AI is going to be challenging
The idea of the game is different and unique	how are they going to work and implement the npc
3d single player interactive. Escape with friend from kidnapper. Horror environment. Puzzle driven. Potential kidnapper chase.s	Challenges: balancing npc (hints from teammate npc), lighting flickering, building hard and fun puzzles, sound effect. Balance
The game theme and mechanic seems interesting	How will the npc be engaging

They have a really good theme and layout for their game	I think they should provide some examples to help visualize how the game will look like
The idea of the game is well thought out.	The implementation of the npc they want might be very difficult to implement within the class deadline if it is assisting the player with certain actions like they want it to.
concept and idea is reinforced by mechanics, interesting NPC lines.	NPC needs to actually add depth with how they work with puzzles.
They seem to have a good understanding of the genre they are developing in, their technical challenges slide seems very well thought out and foresees some important roadblocks	Maybe add a little more detail to how Elias will work and balancing accurate vs inaccurate hints
Unique idea with a lot of artistic freedom.	Poorly defined opponent.
They explained the mechanics very well, including puzzle types. They also had a good story basis.	Imagery of inspirations and mechanic examples would have been really helpful.
the concept and idea is good and interesting	animation will be a hard thing to do with how interactive the game will be. How will the NPC actually work like coding wise?
They gave a good explanation of what the gameplay looks like, and also gave areas of expansion if the team has time.	The NPC implementation might take a huge amount of time to implement. Make sure the scope for that is defined with the amount of time we have.
The story/goal is well thought out, I liked the idea of the NPC not always giving a correct answer so that the player doesn't always blindly trust him	They need to define what different types of puzzles the game will include
I really like the idea that Elias is not always helping it makes it feel more human.	What type of puzzles will there be It seems like the puzzle are not very defined
Good unique idea	Better delivery on all features and showing of how they are going to work on it

Overall puzzles sound fun.	"Helpful" NPCs can be annoying to work with if they don't follow what the player wants them to do. Having the NPC intentionally give you wrong information will cause the player to hate the NPC more, likely to cause them to disregard the NPC or stop playing the game.
Have a good game idea and have their technical challenges acknowledged.	None.
good story and concept love the npc	NPC mechanics weren't that clear to me
<p>The theme seems excellent</p> <p>I like the idea of Elias being helpful (giving hints); shouldn't be too hard to implement other than not breaking the puzzles. Also the idea of Elias not always being helpful seems really cool!</p>	<p>Definitely rely on importing assets if this is a 3D and highly interactable environment</p> <p>How will hints be shared? Writing seems like it would be very difficult given time constraints</p>
Interesting idea that seems fun to play.	The game could better fit the theme of together. Besides that, I think the game concept itself is good and doesn't need to improve on anything I can immediately see.
Theme, challenges, Innovative	Prototypes, more achievement/upgrades
<p>- Immersive scenario!</p> <p>I'd love to playtest! Please contact me if you want a playtester.</p>	<p>- Making the NPC not be annoying doesn't seem adequately thought out</p> <p>- Feels like the idea of a helper NPC was shoehorned in to fit with the theme</p> <p>- Keep in mind you may need to stay practical! You only have about 60 work-hours for each person to get this down</p> <p>if you turn the npc into a doggo that retrieves keys n stuff, please give a pet interaction option</p>

Gameplay idea is fun and simple	Direction for the game seems to be vague
Very unique concept that feels like it has a lot of thought and love behind it.	I feel like having an NPC that you need to finish puzzles would be more engaging then one that is wishy washy about hints unless you did a narrator type NPC. Prototype and overall gameplay loop feels a bit undefined.
The NPC is a great opportunity for some interesting writing	The puzzle half of the game feels like it needs more concrete concepts, or at least something that gives you as a puzzlemaker some creative drive
Really good idea with the npc "helping" you	have more of an idea about what the game will look like, graphics and stuff. also what the npc will be doing, following you ect.
* Interesting concept and use of an NPC for the theme of togetherness * Interesting use of escape room concept	* What incentives players to solve the puzzles faster, what exactly is the losing condition in the game (I might've missed this during presentation)

How was the game playtested:

- Phase: Digital1 playtest (early concept and design phase)
- Method: Class feedback session on initial game presentation
- Audience: Students in class
- Version: Game was still in concept stage. We were still talking about the design of the game.

Summary of player feedback:

- Players liked the horror theme and the idea of a companion NPC
- The idea of a kidnapper chase was exciting
- Many players said that NPC AI could be challenging to implement

- Suggestions were adding more story detail, defining puzzle types, adding animations, and clarifying how the NPC would help with puzzles
- Some concern that 3D scope might be too large for the class timeline
- Some fun suggestions too!

Decisions made based on feedback:

- We decided to proceed with a 3D implementation at this stage, adding both an NPC dog and a kidnapper that would chase the player
- We committed to refining the story and puzzle concepts
- We also decided that NPC AI would need careful planning to fit within project deadline