

PLAYTESTING 3

nice game, the dog bark in surround sound got me

Maybe have instructions label a bit more visible- instead of placing it on the lite area, maybe try putting it over a dark space Probably at the top of the screen
I couldn't really see the hiding text here, so maybe different color type? Would be more banger if the dog acted like an extra life.

I liked the game it was fun!!! I liked the dog sound especially lol I think if you fix like being able to go into the walls that would be good I could go into the wall and also the kidnapper could go into the wall so I knew where the kidnapper was when I moved into the next room

- Simple to follow and understand what to do
- Controls are straightforward
- There's a lot glitches with the dog character the follows the player around
- Was able to pass through walls and other objects
- If you get a "GAME OVER" -> You have to refresh the page to restart
- You cannot pause the game
- In the 1st room -> You cannot go all the way to the left-most end
- In Hard Mode: You cannot open the door after getting the 1st key
- The E button does not appear to interact with anything
- Pretty easy to avoid the bad guys -> Did not pose a challenge
- Overall: Very simple but effective game that can benefit from cleaning up glitches and making the hard mode functional

Hi Vinisha, I played the game. I like the characters and lighting. I was only able to find one key but don't know where is the door. I was just stuck in first room. I would have like some sound effects and maybe particle effects as well

bro camping in between room 1 and 2 also maybe more obvious way to restart once u die also some text is black but i cant read it because of the darkness other than that its great

I didn't know that was the kidnapper until it was GAME OVER, lol (we have dogs in the neighborhood, so I thought the dog was outside, Oh My Gosh, hahahah.... however I like how I can move the furniture around. I thought the green thing in the first room on the bottom left was the door at first, lol. However I figured out the door was red. I hauled through the second part to evade the kidnapper and was able to make it to the other door which was straight across thank good ness. I'm sure this in on your radar. I would make the begining instructions formated to present nicely and be able to see the person,etc. Fun stuff though! I had fun playing and thats what its all about for the user, yes?

It is very nice. I like the dog barking sound effects. Maybe a restart button on the end screen would be nice.

Hey, so my brother and I just played your game. It's fun! We like the concept. We do think that

the dog should be quieter and that if you want spotlight and the dog to matter you need to make the rest of the screen dark. Also, we wish there keys in the other rooms to find to escape and that the kidnappers also had collision physics. The hit box could also be larger and placed more centrally on the characters. Overall, it was fun and I would love to know what grade you get!!

Nice game. Restart and pause buttons would have been great. I couldn't see the text clearly for you have left something. But it was fun to play.

How was the game playtested:

- Phase: Final playtest
- Method: Asked friends to playtest and give feedback
- Audience: Friends
- Version: Final 2D version of the game (changed from original 3D scope) with working player movement, dog NPC companion, kidnapper, keys, hiding mechanic, basic UI

Summary of player feedback:

- Players liked the dog bark sound effects and overall horror atmosphere
- Some players found text hard to read (contrast issues black text on dark background)
- Some players could move through walls kidnapper could also go through walls
- Restart required page refresh requested a restart button on Game Over screen
- Some players weren't sure where the door was or how to progress
- Hard mode door was not opening properly
- Some players wanted clearer feedback when using keys or hiding
- Suggestions for future improvements:
 - Dog as extra life
 - Cleaner restart UX
 - Darker background to emphasize spotlight and dog behavior
 - More keys in additional rooms
 - Improve kidnapper and collision detection
 - Better instructions at start of game

Decisions made based on feedback:

- Added clearer instructions at start screen
- Fixed text contrast in UI
- Fixed some collision issues (walls, doors)
- Improved visibility of interactive elements
- Fixed Hard Mode door bug

Future recommendations / extensions:

- Add environmental storytelling (notes, narrative clues) to deepen horror experience
- Make dog more interactive
- Improve kidnapper
- Refine lighting for better atmosphere and clarity
- Add player stats and progression (time survived, keys found)
- Explore optional branching endings based on player choices