

PLAYTESTING 2

The graphics and aesthetic are great, also the dog is scary	Just keep adding levels and gameplay!
dog following player is cool	Gameplay loop is not layed out and defined
They have a well made environment	Bigger/more rooms
<ul style="list-style-type: none"> - Working player movement in 3d space - Basic companion 	<ul style="list-style-type: none"> - Nothing to do in the game - companion has no ability - what does hiding do? - companion is unsettling - unclear that there was a key system
the assets look good, the intended game functions are working	visual indication of hidden and picking up items
Good graphics to start, some decent mechanics	Needs more gameplay
The graphics looks nice and smooth movement.	Maybe fix the dog picture because it is a bit creepy right now. Try and have the room a little bit brighter.
Cool room	More functionality needed
Graphics and assets Plans for puzzles Core gameplay loop seems good	Lighting makes key elements hard to see Unclear hiding areas
The weird dog creature was delightfully horrifying	the game made me think it was about getting in a wheelchair
What are they doing well?	What area do they need to improve on?

The atmosphere of the game is done well.	Enemy movements scripts
They added sounds, and added some ui elements	No goal or functionality to companion. It's just a room that can be looked around
Good improvement	Reduce the bugs and glitches
They got more things to work than last week. Better movement.	Change the dog position

Has the most aesthetic of any of the games in this class. good spooky factor	needs some things like animations to make in game events more clear (such as picking up items and going to new rooms)
The animation is very good	There's not many things to do so far but idea is there
Game has a good foundation	Missing a lot of features even for alpha
Environment looks good and they seem to have a good idea of what they want the game to look like	The lighting is buggy sometimes, and the kidnapper doesn't seem to be working as intended right now. There isn't much to do currently besides walk around
3d animations	levels and instructions
Environment/graphics	End goal
The scene is scary and well designed	They need to make the camera sensitivity less and make a tutorial.
Aesthetic	functionality
Love the theme of the game and movement	Fix the pov as I can't look behind me when playing.
Honestly honestly there isn't much to go off of other than the assets which look really good for a horror game	They don't have very much done only a single room with imported assets but no gameplay
improvement in mechanics and graphics	too funny for a horror game dog was scarier than the kidnapper add crouching or something
Good movement	Need instructions/clarity. Needs major refinement and key aspects of the game.

How was the game playtested:

- Phase: Mid-development playtest
- Method: Live demo of build in class
- Audience: Students in class
- Version: Early 3D prototype with player movement, environment, basic NPC dog companion, and kidnapper who hasn't started to chase yet

Summary of player feedback:

- Players liked the graphics and atmosphere and visuals were strong
- The companion dog was seen as creepy (which was fun for horror vibe), but its role was unclear
- The game lacked defined gameplay loop, unclear goals and functionality
- Issues identified: lighting made it hard to see keys and hiding spots, dog behavior was unsettling, unclear tutorial or instructions on what to do
- Bugs: hiding mechanic wasn't working clearly, kidnapper not chasing, unclear key pickup system

Decisions made based on feedback:

- Defined a clearer gameplay loop
- Planned to improve lighting and clarity of interactive elements
- Planned to make NPC dog behavior and purpose clearer
- Decided to add tutorial and instructions
- Planned to improve kidnapper and overall level design
- Started considering changing to 2D to better fit project timeline (due to 3D challenges and scope creep)