

Feedback Notes

- Wouldn't choose to play x 1
- More shadows
- More animations
- Increase spawn rate over time
- Bind reset to a key
- Invincibility frames?
- Bigger room x 2
- Some collision issues
- Eyes too difficult?
- More obstacles (random)(fire, spikes)
- Eyes too small
- Death Screen
- Implement controls and tutorial into game
- Improve on art
- Faster eye spawn rate
- Heavier boxes
- Only playable on "Fantastic"
- Boxes are good but need more use
- Smooth Gameplay
- Challenging for first time players
- Good sprites
- Responsive
- Would choose to play x 2
- Good replay value
- Good spawn
- Good perspective
- Fun

Positive Feedback

- ☐ The game is fun to play.
- ☐ Most players told us the game was very much replayable.
- ☐ Most players were happy with the spawning systems.
- ☐ Every player enjoyed the perspective at which they played the game (i.e. the Top-down gameplay).
- ☐ People enjoyed *having* the boxes.
- ☐ The player and enemy sprites were well designed.
- ☐ The gameplay felt responsive and did as players expected it to.
- ☐ The game proved to be challenging to first-time or new players (in an engaging sense).

Constructive Feedback

- ☐ Many people felt the playspace (room) was too claustrophobic and cramped, not giving the player enough mobility.
There are issues regarding the player's and the room's scale.
- ☐ Spawn rates are not frequent enough for the eye enemies.
- ☐ More animations need to be given to the enemies and the player.
- ☐ More shadow should be added to the room.
- ☐ The spawn rate needs to increase over time so that there is a scaling difficulty.
- ☐ The reset should be bound to a key to not break the flow of the game.
- ☐ The boxes should have more impact and use on the gameplay.
- ☐ "Invincibility frames should be added after becoming attacked"
- ☐ Collision issues with enemies must be addressed.
- ☐ Some people felt the eyes were too difficult to play against.
- ☐ Something that needs to be discussed is the implementation of random or routine based obstacles such as a pit of fire igniting and diffusing or spikes appearing within the room.
- ☐ One player said that the eyes were too small, making them difficult to attack.
- ☐ Many people requested for there to be a death screen that displays "You Died" or "Game Over" whenever the player runs out of health.
- ☐ The controls and gameplay instructions should be implemented into our starting room for players to come to terms with the gameplay mechanics before starting the main game.
- ☐ Art is being improved upon.
- ☐ Particle trails should be given to the player and relevant enemies.
- ☐ The game is only playable on "Fantastic" graphics quality.