

Team Onion 🍷 proudly presents...

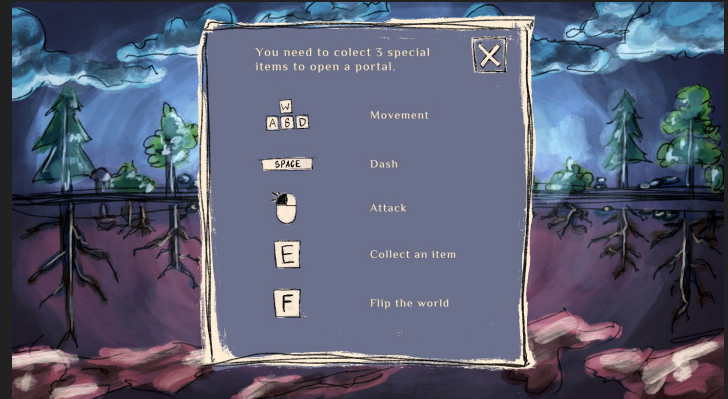
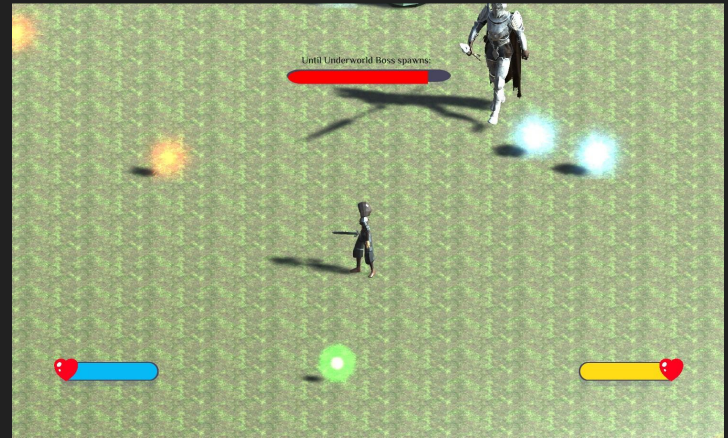
# Soulbound Escape:

Playtesting



# Pre-Testing Changes

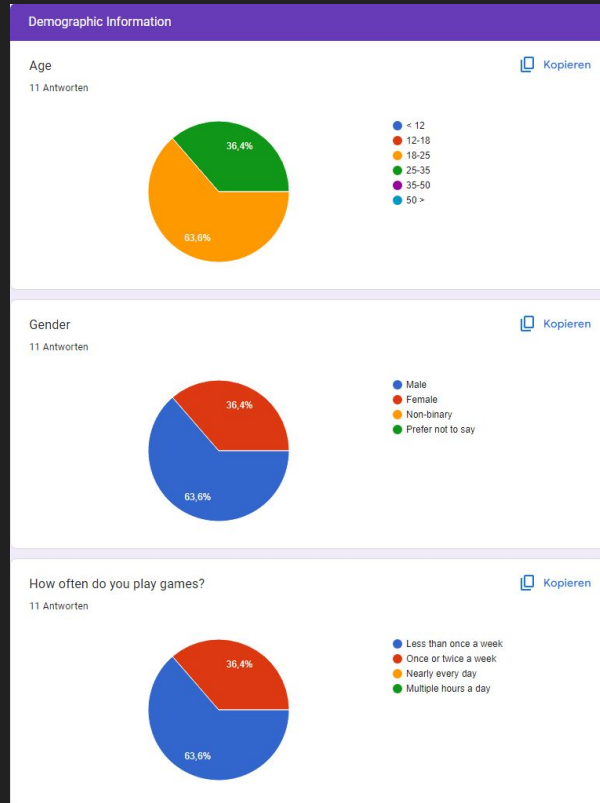
- bundling up and connecting all our assets
  - polishing existing mechanics
  - adding a boss scene
  - adding new sfx
  - adding BG music
  - redesigning the main menu
  - adding a final scene after winning the game



# Playtest

- invited student dorm to play the alpha version
- friends and strangers alike as testers
- feedback gathered using Google Forms
  - demographic information (age, gender, gaming regularity)
  - questions on game experience
  - questions for feedback and suggestions

# Results



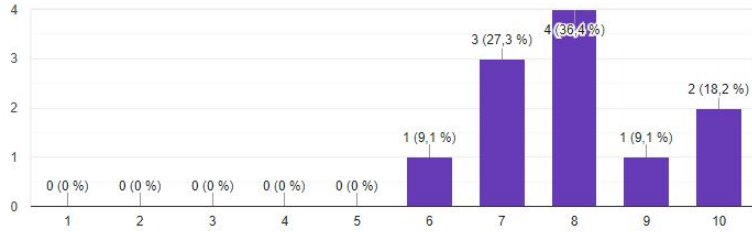
# Results

## Game experience

How good was your overall game experience?

 Kopieren

11 Antworten



## Comments

4 Antworten

A few glitches with main screen

Fantastic Game Concept and Design. I loved esp. the feature that you can switch worlds and game play seemed pretty smooth.

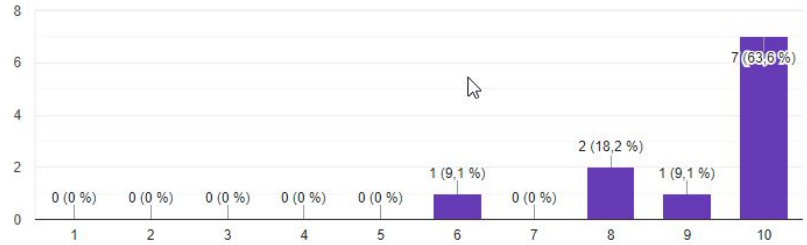
Glitches a bit too much

Nice atmosphere, good animations and design, good mechanics, limited content

Were the goal of the game and controls clear and easy to understand?

 Kopieren

11 Antworten



## Suggestions

3 Antworten

Key counter and some tip on when to change "universes"

Adding an Inventory Count, with a progress bar so you see that collecting things furthers the game story.

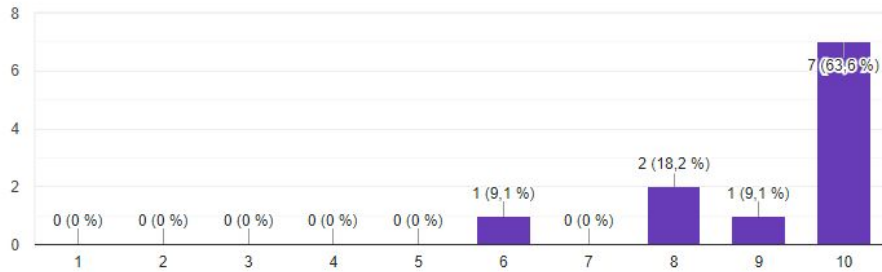
More weapons and more stuff to do ;)

# Results

Were the goal of the game and controls clear and easy to understand?

 Kopieren

11 Antworten



Suggestions

3 Antworten

Key counter and some tip on when to change "universes"

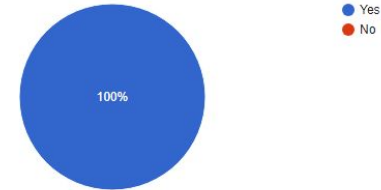
Adding an Inventory Count, with a progress bar so you see that collecting things furthers the game story.

More weapons and more stuff to do ;)

Did you like the game's artstyle and aesthetics?

 Kopieren

11 Antworten



Suggestions

2 Antworten

as a designer i am really impressed with the design

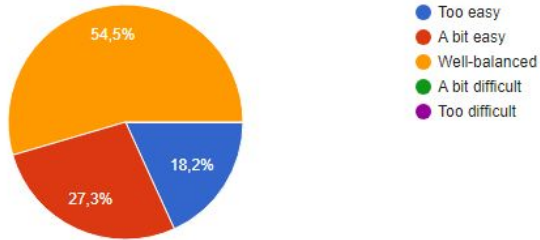
Definitely! Loved the beginning/ start screen of the game, i would suggest to make the aesthetic more coherent, so also the game itself has this hand drawn vibe.

# Results

How was the game experience in terms of difficulty?

 Kopieren

11 Antworten



Suggestions

2 Antworten

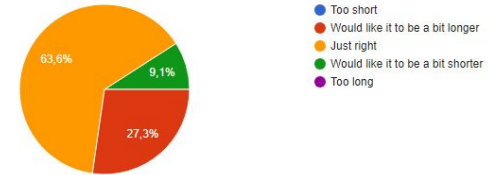
Was neither too hard nor too easy imo.

Bosses can be more strong

How was the game experience in terms of length?

 Kopieren

11 Antworten



Comments

1 Antwort

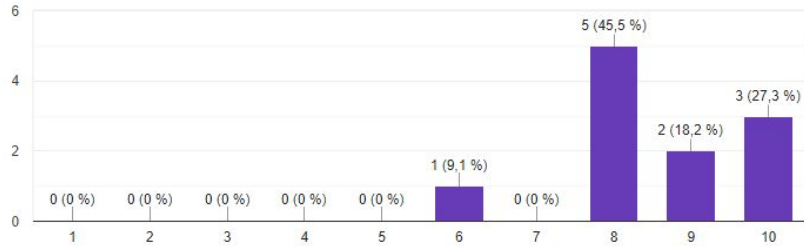
The searching around takes a little too long but the fights with the enemies are great length wise.

# Results

How did the controls feel?

 Kopieren

11 Antworten



Suggestions

2 Antworten

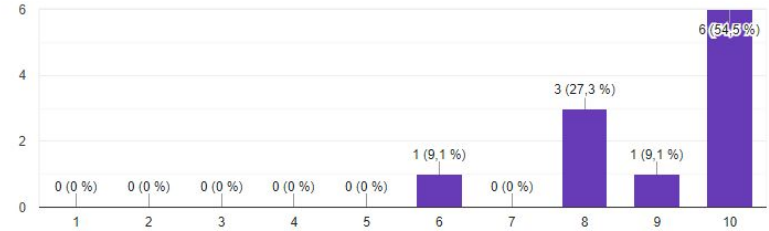
The mouse didn't turn the direction which the character was facing and the attack cooldown was not obvious at first

Pretty easy to understand, due too the similarity to other games. Really well done!

Was the user UI understandable and sufficient?

 Kopieren

11 Antworten



Suggestions

1 Antwort

Some stamina bar would be helpful

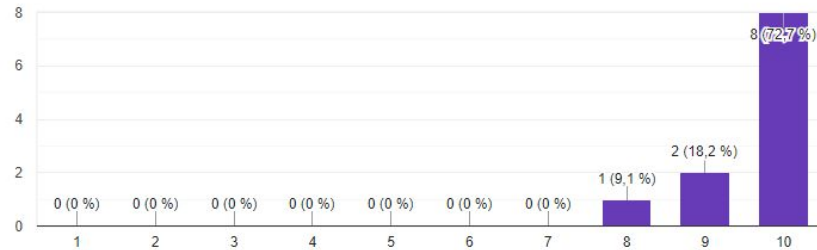


# Results

How do you like the game's audio and sound design?

 Kopieren

11 Antworten



Suggestions

2 Antworten

Would be of course awesome, to have fitting music specifically made for the game. But that's of course pretty expensive, so the royalty music is nice and well chosen.

More sound effects

# Results

## Feedback

What aspect(s) of the game did you like?

8 Antworten

the art, the idea with the two worlds, the enemies, the world design

The concept and the artwork

The creativity in story telling and the art style/ artistic choices made, like the enemies being mushrooms.

Hack and slash

Intuitive, easy to play

The switch between worlds was very nice and the for every new Start different map

Graphics, sounds, easy controls

The two different worlds and how you smoothly switch between them

What aspect(s) did you dislike?

6 Antworten

nothing

The controls weren't that intuitive at first

A bit buggy and glitchy, you could just fly through trees.

No character damage animation

The attack trigger on the mouse left-click

Too easy

What would you improve or add on to the game to make it more enjoyable?

4 Antworten

More Collision detection and more progress bars to let the user know where they are in the storyline currently.

Other weapons, more sounds effects, visual effects fix the glitches

Story line, more interactive elements

They keys number should maybe be shown in the screen as well

What in the game is currently lacking and needs to be improved or potentially removed?

2 Antworten

The fact that you can't fall down the island. I think you should die when you walk off.

The hit of the sword was sometimes not recognized at the enemies

# Needed adjustments

- Glitches with collisions
- Attack doesn't feel responsive
- Some attacks are not properly registered by enemies
- Better user feedback on receiving damage/damaging enemies like damage animation

# Features to be added

- UI items
  - key item counter/inventory
  - attack cooldown
  - sound slider
  
- Directional indicator for key items