

Remnants of Time



Milestone #5: Playtesting

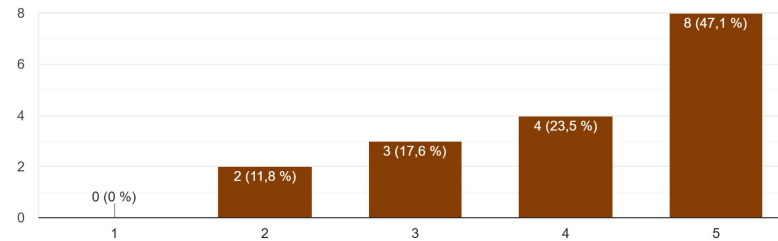
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Our Participants

- *17 Playtesters across family and friends*
- *Majority in the range of 20-30 years old*
- *Skewed towards “experienced” gamers*

Gaming experience

17 Antworten



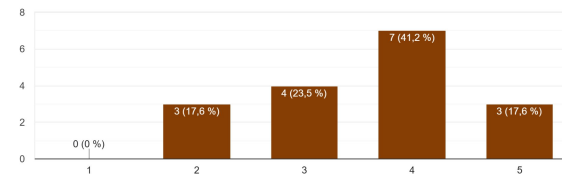
Results

Takeaways:

- *Generally positive impression*
- *Difficult puzzles because lack of clear explanations*
- *Mixed receptions of enemies*
- *Struggles with the boss battle*
- *Enigmatic Tutorials*

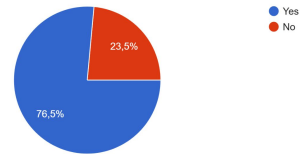
How fun was the game?

17 Antworten



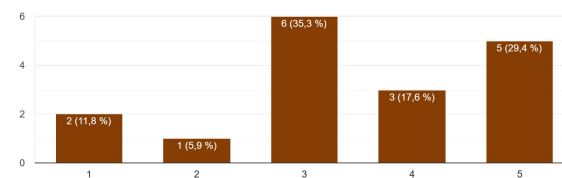
Where there any rooms that confused you?

17 Antworten



Did you prefer combat or stealth in enemy sections?

17 Antworten



Feedback Roundup

Takeaways:

- *Not intuitive as we thought*
- *Need clearer communication to the player*
- *Struggles in fully understanding player abilities*
- *Player expressed interest in being directly prompted on what to do in the beginning*
- *Desire for better UI*

Acting on the Feedback

The background is a pixelated game level. It features a stone structure on the left with a dark cave entrance. A character with a purple orb is visible near the entrance. The level is composed of various tiles, including stone, grass, and dark ground. There are some small plants and flowers scattered throughout.

- *Improve visuals (effects, sprites, room layouts...)*
- *Add cutscenes and direct prompts to the player*
- *Introduce boss fight mechanics earlier*
- *We plan on doing more playtesting sessions*

