**Play Test Analysis**

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The questions that we asked our play testers were:

How does the combat feel?

How does the environment and art fit with the theme?

How are the animations?

How would you like to see this develop more?

 By asking the questions listed above, we were able to get some very helpful feedback that will definitely help us improve our overall game as we near the end of the school year and the final version of our game. Some of the most helpful feedback came in terms of watching the others play our game. With every person who tested it, each didn’t to get too drawn into the game and always seemed to be let down in some way, shape, or form. Although concerning, when we asked them about the game itself after they were done, they each gave some critical feedback.

 For instance, one person told us that they would love more animations to make the game feel smoother. While attacking or being attacked, the characters seem to stutter if they are in the midst of walking. Also, the user has no way of telling whether or not they are doing damage or if they are taking damage. Even though we have plans to add in a health system including health bars, it was clear that our play testing could’ve been greatly improved by this. Another helpful piece of information that we received was to create more rooms and more weapons. At the time, our game seemed rather small and rather simple to many and seeing a lot of potential for a good game, many had suggested this idea of adding more things. Jacob Frommer, as an example, told us to add in some sort of ranged weapon. By doing so, it would add another range of complexity to our game. As we move forward, we will look to implement many of these great ideas.

 In order to improve our game based off the player feedback, we will look to make the combat more responsive and concise. For example, we want to slow down the animations so it is clear when contact is make and not just a bunch of stabbing. Also, we want to display some sort of feedback that lets the player know damage has been done, like changing the color of the enemy to red for a moment on a hit. Another request was to add the health bar in for the player, which will be implemented within the next couple days. This will give feedback as well. The art and animations were well received, and we will just take the small comments of making them more crisp and smooth into account as we continually alter them. Lastly, we will be adding more scenes and expanding on the story as mentioned in responses to "How would you like to see this develop more?".