

Recorded Date	Which controls did you use?	How much experience do you have with third-person melee combat games?	Did you understand this prototype's controls?	What was unclear about the controls?	How satisfying was using each combat action? - Attack	How satisfying was using each combat action? - Block	How satisfying was using each combat action? - Parry	How satisfying was using each combat action? - Dodge Roll	How satisfying was using each combat action? - Jump	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Attack	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Block	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Parry	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Dodge Roll	How difficult was it to use each combat action effectively? (timing, positioning, etc.) - Jump	Did you understand and this prototype's story?	What was unclear about the story?	How could this prototype improve?	What did this prototype do well?	If there's anything else you'd like to mention, please do so here.
2021-10-15 12:16:47	Controller	Lots	Yes		Extremely satisfying	Extremely satisfying	Somewhat satisfying	Neutral	Neutral	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Extremely easy	Yes		Give a the whirle to parry be a little bit larger	Good tutorial, explains all of the controls well and allows you to test them out as well	N/A
2021-10-15 12:37:28	Controller	Lots	Yes		Somewhat satisfying	Neutral	Extremely satisfying	Extremely satisfying	Somewhat satisfying	Extremely easy	Extremely easy	Extremely easy	Extremely easy	Neither easy nor difficult	Yes		I think getting stuck at the beginning should have a delay highlight or notification to prevent the player from feeling lost	Dodge roll and attack felt really good	Felt like the narration was a bit on the nose as far as tropes are concerned with the hords, not sure how to adjust to that, but something to think on
2021-10-15 12:44:50	Controller	Some	Yes		Extremely satisfying	Extremely satisfying	Extremely satisfying	Extremely satisfying	Extremely satisfying	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Neither easy nor difficult	Yes			The sword looked good	
2021-10-15 12:57:40	Controller	Lots	Partially	Parry Mechanic	Somewhat satisfying	Neutral	Neutral	Extremely satisfying	Extremely satisfying	Extremely easy	Somewhat easy	Somewhat difficult	Extremely easy	Extremely easy	Yes		Provide visual aid when demonstrating how the mechanics work	Movement feels very solid and the melee has good versatility	
2021-10-15 13:07:20	Mouse	None	Partially	Call skill, mainly since I am not used to those terms	Somewhat satisfying	Neutral	Somewhat satisfying	Somewhat satisfying	Somewhat satisfying	Extremely easy	Extremely easy	Neither easy nor difficult	Neither easy nor difficult	Somewhat easy	Yes		Show pictures that could give visual aid		
2021-10-15 13:18:37	Controller	None	Yes		Neutral	Somewhat satisfying	Neutral	Extremely satisfying	Extremely satisfying	Extremely easy	Extremely easy	Somewhat difficult	Extremely easy	Extremely easy	Yes		If playing the on the keyboard and mouse, the movement is a bit tedious so it is a bit hard to concentrate on the game	The graphics and the gameplay was well done	
2021-10-15 13:22:46	Controller	A little	Yes		Extremely satisfying	Somewhat satisfying	Somewhat satisfying	Extremely satisfying	Extremely satisfying	Extremely easy	Somewhat easy	Somewhat easy	Extremely easy	Extremely easy	Yes		Overall controller could be a little slower	Show the combat action and feedback consistency	
2021-10-15 13:26:23	Keyboard and Mouse	Some	Yes		Neutral	Somewhat satisfying	Somewhat dissatisfying	Extremely satisfying	Neutral	Somewhat easy	Neither easy nor difficult	Somewhat difficult	Extremely easy	Extremely easy	Partially		Attacking feels a little janky, feels vaguely anti-locked? Feels like you need very specific aiming for sword attacks?	Like the low poly aesthetic, and movement is solid, and I like the art pieces.	The mix between some dynamic rolls and the static attack feels a little janky, maybe make the attack a bit more fluid/less targeted? Or a look on system? Otherwise, very cool to start!
2021-10-15 13:27:45	Controller	Lots	Yes		Somewhat satisfying	Extremely satisfying	Neutral	Extremely satisfying	Extremely satisfying	Neither easy nor difficult	Somewhat easy	Somewhat difficult	Extremely easy	Extremely easy	Yes		Some parts of the world look navigable but aren't, it might be helpful to close them off with some props. The first two tutorial boards are explained effectively, and would be familiar to players who have experience in this game of game. Story is simple but provides good context so well as exposition.	Animations are very fluid, responsive. Controls are explained effectively, and would be familiar to players who have experience in this game of game. Story is simple but provides good context so well as exposition.	
2021-10-15 13:30:33	Controller	A little	Yes		Somewhat satisfying	Neutral	Somewhat dissatisfying	Somewhat satisfying	Neutral	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Somewhat easy	Yes		The only thing I would change is the character design, a cool idea but better to go more	The actions were smooth	I would be great with a story too
2021-10-15 13:36:58	Controller	Lots	Yes		Somewhat satisfying	Somewhat satisfying	Somewhat dissatisfying	Somewhat satisfying	Somewhat satisfying	Extremely easy	Somewhat easy	Somewhat difficult	Extremely easy	Extremely easy	Yes		The camera movement was a little too quick, at least with the slow controllers. Show that down somewhat. The walk with the swinging swords and firing projectiles would probably be better served as some sort of actual enemy (or at least entity) rather than a wall.		
2021-10-15 13:46:37	Controller	A little	Yes		Somewhat satisfying	Somewhat satisfying	Neutral	Extremely satisfying	Somewhat satisfying	Extremely easy	Extremely easy	Neither easy nor difficult	Extremely easy	Extremely easy	Yes		Maybe make the signs a little more obvious? But that also just be fine, since I'm not too observant. Maybe some arrows on the ground.	The art is good :)	This was fun!
2021-10-15 13:50:40	Controller	Lots	Yes		Extremely satisfying	Somewhat satisfying	Extremely satisfying	Extremely satisfying	Extremely satisfying	Extremely easy	Extremely easy	Somewhat easy	Extremely easy	Extremely easy	Partially		It kept a bit too fast. There was too much to remember in a short amount of time	The spinning log hit me when I wasn't in the circle	Very cool :)