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? - Block	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 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 comfortable were you with switching to a new sword?	What did you find uncomfortable or unsatisfying about switching to a new sword?	How satisfying was using each sword? - Quartz (Yellow)	How satisfying was using each sword? - Sapphire (blue)	How satisfying was using each sword? - Ruby (Red)	How satisfying was using each sword? - Sapphire (blue)	How satisfying were the camera's controls in terms of: - Responsivity	How satisfying were the camera's controls in terms of: - Speed	Was the camera too responsive or too unresponsive enough?	Was the camera too fast or too fast enough?	How difficult did you find it to defeat the final enemies?	If there's anything else you'd like to mention, please do so here.
Controller	A Lot	Yes		Extremely Satisfying	Somewhat Satisfying	Neutral	Somewhat Satisfying	Somewhat Easy	Somewhat Easy	Somewhat Difficult	Neither Easy nor Difficult	Comfortable		Extremely Satisfying	Somewhat Satisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Satisfying			Average	Blue sword's hitbox is really small, you need to be right on the enemy to hit them. There's a delay after the block button is released before the parry starts, so the timing feels weird when try to reflect the shots. Also, having the default dodge move the player backwards feels very unintuitive, especially when the animation shows the player rolling forward.
Controller	A Lot	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Neutral	Somewhat Easy	Extremely Easy	Extremely Difficult	Somewhat Easy	Extremely Comfortable		Somewhat Satisfying	Extremely Satisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Satisfying			Easy	Would love to see the camera pan to behind the character after no input from the right stick for a couple seconds.
Controller	None	Partially	The timing of the parry was basically impossible for me. The mict I "understand" even if my hand/eye coordination is awful.	Somewhat Satisfying	Neutral	Extremely Dissatisfying	Neutral	Somewhat Easy	Neither Easy nor Difficult	Extremely Difficult	Extremely Easy	Uncomfortable	Having to use two different hands	Neutral	Extremely Dissatisfying	Neutral	Somewhat Dissatisfying	Neutral	Too Responsive		Extremely Difficult	I don't play games like this. The story and sword forms are compelling though. I'd try to play if I didn't have to care about the camera and could cease in...
Controller	A Lot	Yes		Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Dissatisfying	Extremely Satisfying	Somewhat Difficult	Somewhat Easy	Somewhat Difficult	Extremely Easy	Extremely Comfortable		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Extremely Satisfying	Extremely Satisfying			Average	Trigger for attack is awkward. Blocking and attacking are a little awkward without lockos. Need more feedback on actions.
Controller	A Lot	Yes		Extremely Satisfying	Extremely Satisfying	Extremely Satisfying	Extremely Satisfying	Extremely Easy	Extremely Easy	Somewhat Easy	Extremely Easy	Extremely Uncomfortable		Extremely Satisfying	Somewhat Satisfying	I Didn't Use This Sword	Extremely Satisfying	Extremely Satisfying			Easy	Enemies can't keep up with my sonic speed.
Controller	A Lot	Yes		Neutral	Somewhat Satisfying	Somewhat Dissatisfying	Extremely Satisfying	Extremely Easy	Extremely Easy	Somewhat Difficult	Extremely Easy	Comfortable		Neutral	Neutral	Extremely Satisfying	Extremely Satisfying	Extremely Satisfying			Extremely Easy	
Controller	Some	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Neutral	Extremely Easy	Somewhat Easy	Extremely Difficult	Somewhat Difficult	Comfortable		Neutral	Extremely Satisfying	Neutral	Somewhat Satisfying	Somewhat Dissatisfying		Too Fast	Average	
Controller	None	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Difficult	Somewhat Difficult	Somewhat Difficult	Neither Easy nor Difficult	Neither Comfortable nor Uncomfortable		Somewhat Satisfying	Extremely Satisfying	Extremely Dissatisfying	Somewhat Satisfying	Somewhat Satisfying			Easy	Jolted in person
Controller	A Lot	Yes		Extremely Satisfying	Somewhat Satisfying	Neutral	Neutral	Extremely Easy	Extremely Easy	Neither Easy nor Difficult	Somewhat Easy	Neither Comfortable nor Uncomfortable		Somewhat Satisfying	Somewhat Dissatisfying	Extremely Satisfying	Extremely Satisfying	Somewhat Satisfying			Easy	
Controller	None	Partially	There just alot, so i forgot it lol haffway through	Neutral	Neutral	Neutral	Extremely Satisfying	Somewhat Difficult	Somewhat Easy	Neither Easy nor Difficult	Extremely Easy	Neither Comfortable nor Uncomfortable		Neutral	Somewhat Dissatisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Satisfying			Average	Couldn't see myself in the camera at points, definitely felt like some hits didn't connect when they should have. There's also bons, which is good but could probably use more polish all around. Besides the dodge roll, that dirt is sweet
Controller	A Lot	Yes		Neutral	Somewhat Satisfying	Neutral	Neutral	Somewhat Easy	Somewhat Easy	Somewhat Easy	Somewhat Easy	Uncomfortable	They changed the player speed which i found very odd.	Somewhat Satisfying	Extremely Dissatisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Satisfying			Average	There should be at least a few attack combos for each weapon. Think same down then same kick up.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Somewhat Satisfying	Somewhat Satisfying	Somewhat Dissatisfying	Somewhat Easy	Somewhat Easy	Neither Easy nor Difficult	Somewhat Easy	Neither Comfortable nor Uncomfortable		Neutral	Neutral	Somewhat Satisfying	Extremely Satisfying	Extremely Satisfying			Easy	As someone who doesn't play a lot of combat games, it usually takes me a while to get my timing right. So the somewhat satisfying comments are more about me playing this specific game for the first time
Keyboard and Mouse	A Lot	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Extremely Satisfying	Extremely Easy	Extremely Easy	Extremely Easy	Extremely Easy	Comfortable		Neutral	Somewhat Satisfying	Somewhat Dissatisfying	Somewhat Satisfying	Neutral			Average	The playtest was really nice, I really dig the aesthetic and the UI works really well with the whole theme. I do think that the enemies are lacking a little bit of the oomph, but I am sure that with some animations they would be great. Finally, the quartz and the Ruby sword both felt nice however the sapphire sword didn't add much to my experience. The only notable thing was it made me faster which wasn't that useful in the context of this playtest. I would love to see the different weapons be drastically different from each other to incentive their use. Overall, this is pretty awesome, I look forowrd to see more of it.
Keyboard and Mouse	A Lot	Yes		Somewhat Satisfying	Extremely Satisfying	Extremely Satisfying	Extremely Satisfying	Somewhat Difficult	Somewhat Easy	Somewhat Easy	Extremely Easy	Comfortable		Extremely Satisfying	Somewhat Dissatisfying	Neutral	Extremely Satisfying	Extremely Satisfying			Difficult	I would love to see a lock on mechanism because without that fighting enemies while moving becomes really difficult
Keyboard and Mouse	A Little	Partially	The block/parry felt a bit tough to figure out at first	Somewhat Satisfying	Neutral	Neutral	Somewhat Satisfying	Somewhat Easy	Somewhat Difficult	Somewhat Difficult	Somewhat Easy	Neither Comfortable nor Uncomfortable		Somewhat Satisfying	Neutral	Neutral	Neutral	Somewhat Satisfying			Average	You could switch swords?
Keyboard and Mouse	A Little	Yes		Somewhat Dissatisfying	Somewhat Dissatisfying	Somewhat Dissatisfying	Somewhat Dissatisfying	Somewhat Difficult	Somewhat Easy	Somewhat Difficult	Neither Easy nor Difficult	Comfortable		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Neutral	Somewhat Dissatisfying		Too Fast	Average	Want more feedback.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Extremely Satisfying	Somewhat Satisfying	Extremely Satisfying	Extremely Easy	Extremely Easy	Somewhat Difficult	Extremely Easy	Uncomfortable	The change in move speed is a neat touch, but I feel like it was too much of a change and pulled me out of the experience.	Somewhat Satisfying	Extremely Satisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Dissatisfying		Too Fast	Easy	The swords were fun to use, but I felt like they were pretty much the same in most ways other than reach. The gold and red one felt really similar other than how fast I moved and the blue sword felt really rough to use because the reach was so short. I felt like my risk to hit was much higher than the reward of hitting an enemy. If I were to play again, I would like to test how much dmg each sword does (in terms of how many hits it takes to kill an enemy) and how effective they are at blocking (in that how much dmg I take while blocking from each). I really loved the effects of getting hit. It was really clear to me when I took damage from the UI and the character's animations. It was hard to tell when I parried an attack that wasn't a moving projectile in that I wasn't sure what a successful parry on an enemy looks like. The way I changed weapons felt a little clunky.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Somewhat Satisfying	Extremely Easy	Somewhat Difficult	Somewhat Difficult	Neither Easy nor Difficult	Neither Comfortable nor Uncomfortable		Neutral	Somewhat Satisfying	I Didn't Use This Sword	Neutral	Somewhat Dissatisfying		Not Fast Enough	Difficult	Think some of the issues I had with camera would be due to low sensitivity, which I'm not entirely used to.
Keyboard and Mouse	A Lot	Yes		Somewhat Satisfying	Neutral	Somewhat Dissatisfying	Somewhat Dissatisfying	Extremely Easy	Somewhat Easy	Somewhat Difficult	Somewhat Difficult	Uncomfortable	I find that switching with the mouse wheel is too sensitive. I find myself commonly overshooting my desired sword choice.	Somewhat Satisfying	Somewhat Satisfying	Somewhat Satisfying	Somewhat Satisfying	Somewhat Dissatisfying		Not Fast Enough	Extremely Easy	In terms of the sword switching, I would recommend the option of using Mouse1 and Mouse2 to alternate sword choices. There's an issue in the Sapphire sword, where if you jump, attack (while in air), and then move, you can swing while moving at max speed. I also have a problem with attacking. Despite the differences in the swords' movement speed, their attack speed is all roughly the same. I can get 1 swing in on the enemy before they swing, despite my sword choice. That seems awful for Sapphire because I have to swing a lot more than if I used Ruby.
Keyboard and Mouse	None	Yes		Neutral	Neutral	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Easy	Neither Easy nor Difficult	Somewhat Difficult	Somewhat Easy	Neither Comfortable nor Uncomfortable		Neutral	Neutral	I Didn't Use This Sword	Somewhat Satisfying	Somewhat Dissatisfying		Not Fast Enough	Easy	The mouse sensitivity for camera control was very low, but I know some players would find it sufficient. I would definitely have a system for setting that sensitivity. The parry timing feels really weird. The parry is like 4 frames after I release mrb, but it feels like it should be right when I release mrb. It also seems to have a variable time that the parry is active. The dodge roll is really strong, especially since you move at the same speed regardless of the weight of your sword. It's just always optimal to roll. The distance or speed should change based on the sword you are using. The enemies don't feel overly difficult, and I don't currently see a reason to swap between swords. I can just use one sword to beat the enemies. You definitely want to make sure there are specialized enemies that require you to use different swords or, if you want that to be your main mechanic.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Extremely Satisfying	Extremely Satisfying	Somewhat Satisfying	Extremely Easy	Extremely Easy	Somewhat Difficult	Somewhat Difficult	Extremely Comfortable		Somewhat Satisfying	Neutral	Extremely Satisfying	Extremely Satisfying	Neutral			Easy	Dodge rolling felt a little unresponsive, especially when I couldn't interrupt the attack animations which were quite slow. I feel the baseline attack speed might benefit from being increased a bit as soulslicune games generally require quick reaction times, but quick reaction is negated by slow reaction from the game. Also I don't think I saw a bit in game about how the quartz sword is weapons, I almost completely forgot about it and I only remembered because I read some of the design doc last night. Other than that the game was very smooth and satisfying to play, and I was able to speed through the level with little trouble because the controls were very responsive and natural.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Somewhat Satisfying	Neutral	Extremely Satisfying	Extremely Easy	Somewhat Easy	Neither Easy nor Difficult	Extremely Easy	Uncomfortable	I had to take myself out of the action in order to switch weapons. Opening a separate menu to change weapons would be difficult for me or the best of the moment.	Somewhat Satisfying	Neutral	Extremely Satisfying	Somewhat Satisfying	Somewhat Dissatisfying		Not Fast Enough	Average	little trouble
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Neutral	Neutral	Somewhat Satisfying	Somewhat Easy	Somewhat Easy	Somewhat Easy	Somewhat Difficult	Uncomfortable	Using my pinky to switch	Somewhat Satisfying	Somewhat Dissatisfying	Somewhat Satisfying	Somewhat Satisfying	Extremely Satisfying			Average	Try to balance the weapons so that they all feel balanced and different.
Keyboard and Mouse	None	Yes		Somewhat Satisfying	Neutral	Somewhat Satisfying	Extremely Satisfying	Neither Easy nor Difficult	Somewhat Easy	Neither Easy nor Difficult	Extremely Easy	Neither Comfortable nor Uncomfortable		Somewhat Satisfying	Somewhat Dissatisfying	Neutral	Somewhat Satisfying	Somewhat Dissatisfying		Not Fast Enough	Difficult	From the last open playtest, a lot of the issues I saw seem to have been iterated on. The parry I think is the most noticeable. It feels so much better to parry now. Dodge rolling still feels good. Blocking is easier. Attacks still feel slow. Getting out of the block/parry feels slow Having a lot of lag time between actions when fighting the final enemies made me resort to going up to them, dodging, and then going up to attack, instead of using the block and the parry. The sword hit range feels short. I feel like I have to touch the enemy in order for my hit to connect, I think that having a bigger hitbox for them all would help this. The final enemies having an anticipation before they attack was nice to telegraph that action to me though. Effects look nice when the enemies explode. Weapon switching is odd? Controls-scroll wheel to me isn't intuitive. I think just tabbing to switch weapons or maybe a radial menu could be better ? The gold and the blue swords don't feel that different in terms of damage and speed, just in range. The red sword feels sluggish, which is the intention I think, but it feels too much so. Lastly, the art and narrative part in the beginning was nice as always!