							What did you find		In what way did the			
	How much experience do you have with third-	Did you understand		Did you use the menu to	Which controls did you	How comfortable were	uncomfortable or unsatisfying about	Did your playtest	audio impact your gameplay experience?		If there's anything you'd like to	
Which controls did you use?	person melee combat games?	this prototype's	What was unclear about the controls?	rebind any controls?	rebind, and to which buttons / keys?	you with switching to a new sword?	switching to a new	station include	"Audio made the experience"	What sounds did you feel were missing, if any?	mention about the audio or particular sounds / music, please do so here.	If there's anything else you'd like to mention about any aspect of the game / playtest, please do so here.
			Some of the controls felt unintuitive, especially between which things were on bumpers/triggers and which							, , , , , , , , , , , , , , , , , , , ,	,,	
Controller	A Lot	Partially	were on face buttons. I know these are the same controls that Dark Souls has, but it doesn't match other similar games.	No No		Comfortable		Yes	Somewhat better	The sounds was pretty low when I played, so I didn't really notice which parts of the audio were missing.	The sounds was pretty low when I played, so I didn't really notice which parts of the audio were good or bad.	l like the game, but the default controls felt weird compared to other similar games I've played.
Controller	A Lot	Yes		No		Comfortable		Yes	Neutral	I would like to hear more expressive sounds for parry and blocking	The background music didn't really fit well with the theme in my opinion	The environment looks very nice and the character animations are very expressive. I would like to see more use for other swords, even though I used the other sword, I felt like the quart sword was the only useful one. Also since the enemies were very slow there was no use in blocking and wasting my health on chip damage Other than that I think this is amazing. Forest Job!
Controller	A Little	Vac		No		Neither Comfortable nor Uncomfortable		Yes	Neutral	Sound was there, it just felt a bit minimal I'm assuming it's a work in progress	See above	Blue sword dodge go brrrrrrrrrrrrr
Controller	A Little	res		NO		Uncomfortable		res	Neutral	Couldn't tell if there were footsteps. The enemies		
Controller	A Lot	Yes		No		Extremely Comfortable		Yes	Somewhat better	were also silent. I'd also like to hear something substantial on swapping swords.	Music was atmospheric and dreamy. Fine for the safe tutorial here.	The attack animation felt lacking. I would like to see either the first half of it speed up for a quicker hit after pressing the button. Adding forward movement to the attack would also have helped me hit the enemies more consistently.
Controller	Some	Yes		No		Comfortable		Yes	Much better	none that I noticedwas there a parry sound?		The parry had a delay that didn't jive with my expectation so effected my timing.
Controller	None	Yes		No		Comfortable		Yes	Much better	Something coming from the enemies to help anticipate where they were/what they are about to do		I need to try with attacks mapped to a button I can use with my right thumb. I'm left handed and rb/right trigger are hard
Controller	A Lot	Yes		No		I Didn't Switch Swords		Yes	Neutral	Sounds were too low for me, so it did not make to much of a impact to my gaming experience.		Did not notice I need to switch sword, although I already knew this game has multiple swords lol.
Controller	A Little	Yes		No		Comfortable		Yes	Much better	I didn't notice any missing sounds.	I helped tell me if I hit something or not, so I enjoyed the feedback.	I playtested before, so I messed up the controls for the parry. I initially used the old controls before I actually read what the new key was. I like using the 'Q' key since it felt much more responsive than it did before. The range for the quart and the sapphire swords felt a lot shorter than I anticipated, but it felt good with the ruby one. I liked the snapplines of the controls, but I thing the mouse sensitivity could have been higher.
Controller	A Lot	Yes		No		Comfortable		Yes	Neutral		The sounds seemed to add more of an ambient tone to the game rather enhancing the experience.	Dodge rolling under obstacles feels a bit out of place, although the dodge did feel good. Combat felt a bit sticky with quick movements but locked animations.
										The parry/block sound didn't seem to have sounds,	Some of the SFX sounds slow, maybe	The Sapphire sword didn't seem too different to the normal sword except of the player's speed. Would have been
Controller	Some	Yes		No		Comfortable		Yes	Neutral	which made the experience a bit empty. Attack sounds added a bit to the feel, although in a	speeding them up could help.	better if the Sapphire sword can be swung quickly.
Controller	Some	Vac		No		Neither Comfortable nor Uncomfortable		Yes	Neutral	noisy room it was hard to key in on them. The background ambience was fairly neutral, and again was a little hard to hear in the noisy room. I'm not sure it is the right ambience for what your story is trying to convey though. It seems a little *too* neutral.	Mentioned above	I'm glad to see you have things like an options menu / rebinds in since a lot of people tend to put that off and never actually do it. The updates to the tutorial (removal of the big signs) is a great improvement as well. It felt a lot easier to progress (although I did already know what to do). Overall my feedback that I gave to John was fairly nit-picky which is a good sign that the core aspects of the game are on the right path.
		ies		NO				TES .		I have hearing loss, room was loud so it was hard		
Controller	Some	Yes		No		Comfortable		Yes	Neutral	to hear, so i didn't really hear much of the audio	see above	Dashing with the sapphire sword was a lot, especially when moving forward * Lock-on feature
										Sounds of the monsters coming closer to your		* smoother attacks (can also cancel out of them if the situation calls for it)
Controller Controller	A Lot A Little	Yes Yes		No Yes	Mouse / Camera speed	Comfortable Comfortable		Yes	Somewhat better Somewhat better	Ambience and enemy cues		* Smoother animations between blocking, attacking, etc More queer representation
Controller	A Lot	V		Ne		Comfortable		Vac	Somewhat better	* Sounds playing when you hit with objects in the environment (clunking your sword against a house). * Sounds when you successfully block/parry something.	I thought it was really cool how the swings of each sword had a different audio, with it sounding "thicker" the bigger the sword.	I really like the neutral back-step. I like the animation of it, I like how it feels in controlling. I am going to offer implementing the mechanic of a "perfect dodge," like how it's implemented in Nies: Automata. How I imagine it: get rid of the neutral back-step and replace with a default roll (forward or backward). Instead, make the back-step play when you perfectly dodge an enemy's attack-dodging as soon as it his?
Controller	A LOC	163	Just getting used to. Some of the patterns I am not sure how easy/hard it will be over time.	2		Comorcable	Got the basic mechanic, however	ies	Jonewhat Detter	something.	oigger trie sword.	when you periettly wouge an enemy 3 attack-wouging as 300 in as it mis you.
Controller	A Lot	Partially	(e.g. sword switch interactions and 2 button actions)	No		Uncomfortable	not sure when/why I would do it.	Yes	Neutral	Hard to hear in lab (Sten is loud). Would have to listen with headphones.		I think it is a great start, hopefully this playtest will reveal alot about your target audience.
												-The menu for rebinding the controls is very busy -Parrying feels underpowered; I didn't really feel the need to use itI totally forgot about the quartz's vampiric properties again as well - making that a bit more obvious (i.e. some effect
Controller	A Lot	Yes		No		Comfortable		Yes	Somewhat better	Generic Enemy Noises would be pretty nice, but not exactly necessary for a third person game		that occurs on the player, since I wasn't paying much attention to the health bar) would be great. - No more janky backwards somersault :[
Keyboard and Mouse	Some	Yes		No		I Didn't Switch Swords		Yes	Somewhat better			Camera clipping was an issue.
											Having some sort of audio feedback for when the player gets hit would've helped. I might be wrong, but I didn't	
Keyboard and Mouse	A Lot	Yes		No		I Didn't Switch Swords		Yes	Somewhat better		hear anything when I was taking hits from some of the practice walls.	Having some sort of animation of the player getting hit would go a long way towards making enemy attacks "feel" weightier and more dangerous.
Keyboard and	Sama	Doubielle.	attack button should be A or	No		Uncomfortable	same hand to hold button and move iovstick	Ne				
Mouse	oume	Partially	RTrigger	NO	L	uncomfortable	Joystick	INO	ļ	1	1	didn't hear any

Keyboard and				Tried to swap bumpers and triggers, ran into issues. Game thought a button was in use when it wasn't so I reset everything and							Combat with the current camera and movement speed felt hectic, more evident feedback from character actions
Mouse	A Lot	Yes	Yes	played as is.	Extremely Comfortable		Yes	Somewhat better			(hits, blocks, etc.)
Keyboard and											Didn't know I could rebind controls. needs to be more of a reason for me to switch sword dance. eg. armored enemies
Mouse	A Lot	Yes	No		Comfortable		Yes	Neutral			that require me to use the slow/heavy stance to destroy armor as an idea.
Keyboard and					Neither Comfortable nor						
Mouse	A Little	Yes	No		Uncomfortable		Yes	Somewhat better			it can be better adding timing for parry
										ummm a bit of the background music was kinda weird ummm like the ooooOOOOooOOO part felt like it was	
Kevboard and					Neither Comfortable nor						i enjoyed it ummm everything felt good anything that didnt feel good was more like i am bad at mechanics than this
Mouse	A Little	Voc	No		Uncomfortable		Vor	Neutral			game is bad with the exception of parrying enemies
Wiouse	Autoe	165	No		Oncommortable		ies		I think a sounds for the character and enemy getting hit would be really helpful for the feedback to tell me when that happens. I think the same applies for like the movement of dodging and		I mentioned to Trenton, but the camera felt like it was pulling down (could have been controller issue) and there
Keyboard and									think adding a sound to it would bring it to the next	I think each sword having their unique	seemed to be a movement speed increase after a roll. Also different attack speeds for different swords would be
Mouse	Some	Yes	No		Comfortable		Yes	Somewhat better	level.	sound would be awesome.	awesome.
Keyboard and											are the enemies unkillable with the blue sword? I feel like I hit them so many times and then one tapped them with
Mouse	A Lot	Yes	No		Extremely Comfortable		Yes	Somewhat better	parry sounds		the yellow sword.
Keyboard and						,					Sword switching mechanic is neat, really like the graphical/animation improvements. Next step: make the enemies
Mouse	A Lot	Yes	No		Extremely Comfortable		Yes	Somewhat better	Grunts from getting hit.		appearance as improved as the hero's!