

Which controls did you use?	How much experience do you have with third-person melee combat games?	How did you feel about the player character's damage output with each sword? - Topaz (Yellow)	How did you feel about the player character's damage output with each sword? - Ruby (Red)	How did you feel about the player character's damage output with each sword? - Sapphire (Blue)	How did you feel about the player character's speed with each sword? - Topaz (Yellow)	How did you feel about the player character's speed with each sword? - Ruby (Red)	How did you feel about the player character's speed with each sword? - Sapphire (Blue)	How comfortable were you navigating through the level?	What issues did you have navigating through the level?	If you have any other comments on the level, please give them here.	Did you notice the 3 different enemy types (Basic, Shield, Ranged)?	Please order the enemy types in order of difficulty with 1 being the most difficult to fight. - Basic Enemy	Please order the enemy types in order of difficulty with 1 being the most difficult to fight. - Shield Enemy	Please order the enemy types in order of difficulty with 1 being the most difficult to fight. - Ranged Enemy	If you have any other comments on the enemies, please give them here.	If there's anything else you'd like to mention about any aspect of the game / playtest, please do so here.	
Controller	A Lot	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	A Little Too Slow	Somewhat Comfortable		Using invisible walls to block off other roads makes it a little harder to tell where to go. The level looks a lot better now though.	No				I didn't notice a ranged enemy (unless that was the boss), but noticed the first two types.	The game feels a lot better than before, but definitely a little buggy at the moment.	
Controller	Some	Just Right	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Somewhat Comfortable		It is really pretty! I love how this game looks!	No				The shield enemy didn't seem to work properly. I felt like I was cheating :)	Thanks for sharing!	
Controller	A Lot	Just Right	A Little Too Low	A Little Too Low	A Little Too Slow	Way Too Slow	A Little Too Slow	Somewhat Comfortable			Yes	2	1	3	I think that the enemies move way too much. I feel like swinging at the enemies is extremely difficult given that they rotate around you and you cannot rotate your swing to adjust. Not to mention that there seems to be little to no spinning that the enemy provides. I feel like the only way to attack is to move to the right or left an inch or two and swing. They have way too little end-lag for you to whiff-punish their swing.	I think that providing a sound for changing swords will add for better player feedback.	
Controller	None	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Just Right	Somewhat Uncomfortable		Had to stay on the path all the time even when there was more path right ahead of me. Houses are cool, but a little too samey. Otherwise ok.	Yes		3	1	I like the big shattering eggs, but I know they won't stay. It will be interesting to see what happens "shattering-wise" with other enemy graphics.	Overall, it looks very nice. The atmosphere is cool. Really need to get the right information about controls on the screen when the player is using a controller.	
Controller	A Lot	Just Right	Just Right	Just Right	Way Too Slow	Way Too Slow	Way Too Slow	Somewhat Uncomfortable		Everything felt very slow, and it got frustrating at a few points. Blocking and parrying feel useless to me, and dodging isn't responsive enough. I found it very difficult to hit enemies as there was no sort of lock-on, and my attack animations were so slow that enemies would always move out of the way before I could hit them. The shield enemies are really frustrating, and blocking was extremely difficult without a way to quickly and easily face the attacker.	Yes	2	1	3	Wait, there were ranged enemies? I only thought there were two.	I think I complained enough. ^ ^	
Controller	A Little	Just Right	A Little Too Low	A Little Too Low	Just Right	Way Too Slow	A Little Too Fast	Extremely Uncomfortable		invisible walls hurt my soul	Yes		2	3	3	You can just kill the boss by using the topaz sword and standing there cause the boss doesn't dodge at all	
Controller	Some	Just Right	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Somewhat Comfortable			Yes	2	1	3		* Tells when the boss will attack was pretty cool, make them more noticeable. * Combat seems stiff, a lock on would be nice. Or when you attack you have more control. * Also having a way to cancel an attack so you can dodge/block just at the right would be nice.	
Controller	A Lot	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Neither Comfortable nor Uncomfortable			Yes	2	3		It was hard to tell if the shield enemy just had more health, or if the shield was actively blocking attacks.	Attacking does lock you in place for a while, which can feel constricting.	
Controller	A Little	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Just Right	Somewhat Comfortable		Arrows pointing in the direction to go or something guiding you might be helpful	Yes	2	1	3	Ranged and basic are on about the same par	Showing the menu pop up instructions while useful was a little weird, maybe show that as the first :)	
Controller	None	A Little Too Low	Just Right	Just Right	Just Right	Way Too Slow	Just Right	Extremely Uncomfortable		It's beautiful, but there are NO visual landmarks/references.	Yes	2	1	3	I didn't need to worry much about the ranged enemy? Or maybe I simply didn't notice myself taking damage?	SO much progress!	
Controller	Some	A Little Too Low	Just Right	Just Right	A Little Too Slow	Way Too Slow	A Little Too Slow	Somewhat Comfortable		I think the new level is a really solid implementation. I might do a little more with nonverbal direction of the player. Things like textures that lead the eye in the right direction, etc. Also in places in the middle of the village there are invisible walls that can probably just be made into actual walls. The walls at the exterior can probably remain invisible. One thing you could do is instead of having a "wall", have some kind of text pop up as the player tries to leave the village that says something like "I can't leave yet!" and turn them around. That's better than just an invisible wall, I think.	Yes					The shield enemy feels like the most interesting since I was constantly rolling to try and get behind them. The ranged enemies should probably attempt to run away from me so that they can attack at range. Since they didn't feel like they were, they almost turned into civilians that threw something at me from time to time. The basic enemies feel fine, although I would prefer them to have a second attack type or something to make them feel a little more dynamic.	I think the game is coming along really well so far, and I'm happy to see the progress from last playtest. I believe the delay between times that I can attack with the sword is too long, and makes everything feel really sluggish. I also think some slight camera guidance will go a long way. Perhaps when I am fighting an enemy, my camera will tend to look towards them. Not a full lockon, but some "help" in the right direction
Controller	A Little	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Neither Comfortable nor Uncomfortable		I got lost sometimes, which wasn't too bad because the artwork was pretty cool! Not sure if that was what you were going for though.	Yes	2	1	3	I only encountered one ranged enemy, and because it was grouped together with two shield enemies, I wasn't able to use the parry function and resorted to just slicing away at everyone	I liked the graphics, though! Excited to test again next time :)	
Controller	A Lot	Just Right	Just Right	A Little Too Low	Just Right	Way Too Slow	A Little Too Slow	Somewhat Uncomfortable		I couldn't tell where I was supposed to go	Yes	2	1	3	It was alright if lock on works, the player can just circle the enemy to confuse it and that seems to be the optimal strategy.	Ruby is too slow to be useful in the current state, I couldn't get parry to work, also I was told that parry is pressed after block. Why not just have parry work as a timed press with the block button	
Controller	A Lot	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Somewhat Comfortable		WHY CAN'T I SEE WALLS	No				The strafing around the player feels fast. But that could just be because they are capsules so the movement feels weird.		
Controller	A Lot	A Little Too High	A Little Too Low	A Little Too Low	Just Right	Way Too Slow	A Little Too Fast	Extremely Comfortable			Yes	2	1	3	Elden Ring soon		
Controller	A Lot	Just Right	A Little Too Low	A Little Too Low	A Little Too Slow	Way Too Slow	A Little Too Slow	Somewhat Comfortable		Goat	Yes	2	1	3	The shield guys should have more vulnerability and/or lower turn speed to allow for proper punishers, because parrying does not provide an opening.	Why are parry and block separate inputs that makes no sense	
Keyboard and Mouse	A Lot	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Somewhat Comfortable			Yes	3	1	2	The red sword seems to be able to damage enemies through the shield. There is not much indication about the playtest boss' health.	Also give the knife backstab please and thanks! I really liked being able to switch combat styles on the fly. I wasn't able to get the timing on the parry down; it might be helpful to include some kind of indication if the parry is performed successfully	
Keyboard and Mouse	Some	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Just Right	Somewhat Comfortable			Yes	3	1	2	Accidentally climb on top of them frequently	Overall had a great time trying it out, the core experience of the game feels like its been nailed. There were however some things that didn't align with my expectations & what I was comfortable with based on previous experience in the genre.  For controls on keyboard I expected the select sword button to be tab, and I expected roll and jump to be swapped (controls for controller didn't break away from expectations though).  Lock-on could make movement in combat feel more comfortable.  Damage popups (or enemy health bars) could help the red sword feel more worth it (differences more noticeable).  There was a certain level of claustrophobia & motion sickness (close objects spinning fast) that I noticed / experienced that I think could be reduced by increasing the spacing where fights take place. If you end up adding camera colliders this will become even more true.  My biggest suggestion would be to allow the player to partially control the player when attacking. In my experience most third person combat games do like a single step that you can use to micro space your attacks while allowing rotations at like 25% speed so that you still have control without allowing for rapid/instant changes.  The feeling of swinging the swords feel badass and feel good for combat. Enemies breaking apart on kill / damage is great player feedback and feels cool. Absolutely love the main character's design. The intro is cute, and the overall mood and atmosphere. The general movement feel of the game is spot on. And lastly the boss fight seems like it'll be good, looking forward to it.	
Keyboard and Mouse	A Little	Just Right	Just Right	A Little Too Low	Just Right	A Little Too Slow	A Little Too Fast	Neither Comfortable nor Uncomfortable		I think the art so far is great!	Yes	2	1	3	I think that the ranged enemies weren't doing damage	Boss does too much damage	
Keyboard and Mouse	A Little	Just Right	Just Right	Just Right	Just Right	Just Right	Just Right	Somewhat Comfortable			Yes						

[illegible]