	Manual annual annual	How did you feel about the	How did you feel about the player	How did you feel about the player	How did you feel	How did you feel	How did you feel about the player	Manusaminatahia			Did askes ske 2	Please order the enemy types in order of difficulty	Please order the enemy	Please order the enemy		
Which controls did	do you have with third- person melee combat	player character's damage output with each Sword? -	character's damage output with each	character's damage output with each Sword? - Sapphire	about the player character's speed with each Sword? -	with each Sword? -	with each Sword? -	were you navigating through	What issues did you have navigating through the level?	If you have any other comments on the level,	different enemy type (Basic, Shield,	with 1 being the most difficult to fight Basic	Please order the enemy types in order of difficulty with 1 being the most difficult to fight Shield	with 1 being the most difficult to fight Ranged	If you have any other comments on the enemies, please give them	If there's anything else you'd like to mention about any aspect of the game / playtest, please do so
you use?	games?	Topaz (Yellow)	Sword? - Ruby (Red)	(Blue)	Topaz (Yellow)	Ruby (Red)	Sapphire (Blue)	the level?	through the level?	please give them here. Using invisible walls to block off other roads makes	Ranged)?	Enemy	Enemy	Enemy	here.	here.
Controller	A Lot	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	A Little Too Slow	Comfortable		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. I didn't realize that there was a ranged enemy.	The game feels a lot better than before, but definitely a little buggy at the moment.
								Somewhat							The shield enemy didn't seem to work properly. I felt like I was	
Controller	Some	Just Right	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Comfortable		It is really prettyl I love how this game looks!	No				cheesing it. I think that the enemies move way too much I feel like swinging at the	Thanks for sharing!
															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 openings 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	
Controller	A Lot	Just Right	A Little Too Low	A Little Too Low	A Little Too Slow	Way Too Slow	A Little Too Slow	Comfortable			Yes		2 1		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.
								Somewhat		Had to stay on the path all the time even when there was more path right ahead of me. Houses are					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	Overall, it looks very nice. The atmosphere is cool. Really need to get the right information about
Controller	None	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Just Right	Uncomfortable		cool, but a little too samey. Otherwise ok.	Yes		1		graphics.	controls on the screen when the player is using a controller.
										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						
								Somewhat		frustrating, and blocking was extremely difficult without a way to quickly and easily face the						
Controller	A Lot	Just Right	Just Right	Just Right	Way Too Slow	Way Too Slow	Way Too Slow	Uncomfortable Extremely		attacker.	Yes	:	1		Wait, there were ranged enemies? I only thought there were two.	I think I complained enough. ^ ^ You can just kill the boss by using the topaz sword and standing there cause the boss doesn't dodge at
Controller	A Little	Just Right	A Little Too Low	A Little Too Low	Just Right	Way Too Slow	A Little Too Fast	Uncomfortable		Invisible walls hurt my soul	Yes		2 1			all
Controller	f	Just Right	Just Right	A Little Too Low	lust Right	Just Right	Just Right	Somewhat Comfortable			W					* 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 a attack so you can dodge/block just at the right would be nice.
Controller	some	Just Right	Just Night	A Little 100 LOW	Just Night	Just right	Just Right	Neither Comfortable nor			ies				It was hard to tell if the shield enemy just had more health, or if the	Also having a way to cancer a actack so you can douge prock just at the right would be fine.
Controller	A Lot	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Uncomfortable Somewhat		Arrows pointing in the direction to go or soemthing	Yes	+	2 3		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	Comfortable Extremely		guiding you might be helpful It's beautiful, but there are NO visual	Yes	:	2 1		Ranged and basic are on about the same par I didn't need to worry much about the ranged enemy? Or maybe I	Showing the menu pop up instrucitons while useful was 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	Uncomfortable		landmarks/references.	Yes		1		simply didn't notice myself taking damage?	SO much progress!
										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					The shield enemy feels like the most interesting since I was constantly	
										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					rolling to try and get behind them. The ranged enemies should probably attempt to run away from me so that they can attack at	I think the game is coming along really well so far, and I'm happy to see the progress from last playtest.
										the player tries to leave the village that says something like "I can't leave yet" and turn them					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	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
Controller	Some	A Little Too Low	Just Right	Just Right	A Little Too Slow	Way Too Slow	A Little Too Slow	Comfortable		around. That's better than just an invisible wall, I think.	Yes	:	1		type or something to make them feel a little more dynamic.	fighting an enemy, my camera will tend to look towards them. Not a full lockon, but some "help" in the right direction
																- instructions for controls could maybe change colour to denote whether the player did the thing correctly. I got confused when the same instructions popped up on the screen multiple times when I walked back into the "region" that triggered them. It made me think I did not follow the instruction
																correctly.
						A Little Too Slow		Neither Comfortable nor		- I got lost sometimes, which wasn't too bad because the artwork was pretty cool! Not sure if					I only encountered one ranged enemy, and because it was grouped together with two shield enemies, I wasn't able to use the parry	I liked the graphics, though I Excited to test again next time:) Tell Kyle I love dominos
Controller	A Little	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Uncomfortable		that was what you were going for though.	Yes		2 1		function and resorted to just slicing away at everyone the enemies circling around the player are a bad tactic, it could be all right if lock on works. the player can just circle the enemy to confuse	Tell Kyle I love dominos ruby is too slow to be usfule in the current state, I couldn't get parry to work, also I was told that parry
Controller	A Lot	Just Right	Just Right	A Little Too Low	Just Right	Way Too Slow	A Little Too Slow	Uncomfortable Somewhat		I couldn't tell where I was supposed to go	Yes	:	2 1		it and that seems to be the optimal strategy. The strafing around the player feels fast. But that could just be because	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	Comfortable Extremely		WHY CANT I SEE WALLS	No				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	Comfortable			Yes		1		The shield guys should have more vulnerability and/or lower turn speed	Elden Ring soon Why are parry and block separate inputs that makes no sense
Controller	A Lot	Just Right	A Little Too Low	A Little Too Low	A Little Too Slow	Way Too Slow	A Little Too Slow	Comfortable		Goat	Yes		2 1		to allow for proper punishes, because parrying does not provide an opening.	Also give the knife backstab please and thanks I really liked being able to switch combat styles on the fly.
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		The red sword seems to be able to damage enemies through the shield There is not much indication about the playtest boss' health.	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
																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
																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
																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
								Somewhat								intro is cute, and the overall mood and atmosphere. The general movement feel of the game is spot on.
Keyboard and Mouse	Some	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Just Right	Comfortable Neither Comfortable nor			Yes		1		Accidentally climb on top of them frequently	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	Uncomfortable Somewhat		I think the art so far is great!	Yes		1		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	Comfortable			Yes					

Keyboard and Mouse A Lot	Jost Right	Just Right	Way Too Low	Just Right	A Little Too Slow	Just Right	Extremely Uncomfortable	Right as you walk down the hill from when you spawn, if you are any character but yellow, you do a failing animation as you walk downhill.	Yes	3	2	you first, they rapidly hit you over and over again and instantly kill you The lack of animation and weird physics when killing an enemy made fighting very awkward and glitchy, and the Al was not very reliable, so	I managed to break the game by switching to the sapplire character and then hitting IT then IB and 88 in quick accession. It just gets locked in the blocking animation even when you switch characters. For mound settings, believe just souds and compare. The walking animation when you turn and go florward at the same time feels a bit went, I think because the flootsteps don't line up anymore. Maybe made an alternate animation where the character's is eating slightly or comerching? Same with moving while blocking, the animation would be nice. It would also be nice to have another stack or how of you stark repeatedly for some variation, like a control, didn't understand what IT did.
													Tutorial with command displays that adjust to whether the player is using keyboard and mouse or controller on the fit, very good. Definitely responsive. Moving while blocking does not have an account of the controller on the fit of the player is using the player of th
Keyboard and Mouse A Lot	Just Right	Just Right	A Little Too Low	A Little Too Slow	A Little Too Slow	Just Right	Somewhat Comfortable	There were some problems with the shield enemy required to progress past the first barrier not appearing for a time, this seemed to resolve itself though. Could not reproduce it.	Yes	3	1	There either isn't enough of a tell on enemy attacks to effectively block/parry them, or the window isn't long enough.	end-lag on a vared strike. The Dash-dodge with the sapphire dagger feels too snappy, and feels disjointed. The boss encounter is interesting. The large white wall is odd and a bit difficult to predict. The sword is incredibly large, and the averaging strack that can decimate put health does not have a clear white cause of the same of the
Keyboard and Mouse Some	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Somewhat Comfortable	I respawned in a ditch and when I tried to leave the ditch I glitched through the world. It would be nice if you could just die and respawn if you fall through the world but I had to quit to menu and restart from the beginning. It would be nice if you could skip the dialog at the beginning.	Yes	3	1	Parrying the ranged attacks back at the enemies didn't do damage to them, I feel like it should.	