

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 movement speed with each Sword? - Topaz (Yellow)	How did you feel about the player character's movement speed with each Sword? - Ruby (Red)	How did you feel about the player character's movement 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.	What was your opinion of the final boss?	What did you think of the VFX in the boss fight?	Did you understand the narrative presented by the opening cutscene?	If there's anything else you'd like to mention about any aspect of the game / playtest, please do so here.	
Controller	A Little	Just Right	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Uncomfortable	got lost	big fan of the table dudes	Yes		3	2	1	took quite a few tries	10/10	Yes		
																enjoyed the boss a lot. it was a decent mix of both challenge and BS. Some of the things that I did not enjoy about the boss fight is: the camera angle and depth of field. The camera angle was way too high up for me to see what the boss was doing, what move he was about to perform. Also, the lock-on zoomed in so far that it was terrible to deal with when fighting his summons. If those crystals weren't on the field, I don't think I would've been able to defeat the boss granted how much damage he deals.				
Controller	A Lot	Just Right	Just Right	A Little Too Low	Just Right	A Little Too Slow	A Little Too Slow	Somewhat Comfortable			No					On the other hand, I enjoyed how telegraphed the boss's attacks were after I learned about them. I was capable of easily learning his moves and input a well timed dodge. My major struggle for fighting the boss was to get as much damage in before he swings, and play defensive until I can close the gap once more (close the gap vs Sapphire dash).	I think that the visual effects were pretty great. However the rain of projectiles he cast made it really difficult to determine whether it was an attack or some sort of effect. I prayed that I wouldn't get hit by it.	Yes	I like the aesthetics about the game. Things felt a bit jank at first but after some time, I got used to it and developed a decent strategy for dealing with enemies and traversing around the world.	
Controller	A Lot	Just Right	Just Right	Just Right	Just Right	Just Right	Just Right	Somewhat Uncomfortable	it really easy to get lost, just because there no big lands mark to follow. The level need work look at villages that have a water well at the houses surround that well	You will need to look references of real old era that did not have a water system	Yes		1	3		the enemy don't have any difficulty level or complexity built in. All of them do the same so you get the pattern really quick.	is really nice is the only thing that is challenging.	Just great	Yes	Something that I noticed is that during mid-swing (all your sword), you can quickly swap it to a different sword. Whether or not the effects of the new sword took effect requires more testing-I was not able to thoroughly test it in this playtest.
																beautiful levels, great environments and very atmospheric. At some places the lighting feels a little bland. Can maybe use a little more guiding lights similar to sekiro and elden ring. I love the village setting although the houses felt a little too uniform. Like everyone had the same architect				
Controller	A Lot	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Extremely Comfortable			Yes		3	1		The ranged enemy didn't have anything to differentiate them from the basic enemy other than the fact that they didn't have a sword. So the ranged attacks caught me off guard. I think they should have a 2nd different design.	Gorgosus, I loved that you used the shattering effect and that seems to be the theme of the whole game.	Yes	Finally, I would love to see the swords be a little more balanced. I pretty much only wanted to use the shorts sword and found that the sapphire and ruby swords didn't help me enough. I feel like something needs to be done to incentivize the people to use the other weapons.	
Controller	A Little	Just Right	Just Right	A Little Too Low	Just Right	A Little Too Slow	A Little Too Fast	Somewhat Comfortable			No					very tough :)	looked good	Yes	was given the wrong controls, but when fixed, this game is sick	
Controller	A Little	A Little Too Low	Way Too Low	Way Too Low	Just Right	A Little Too Slow	Way Too Fast	Extremely Comfortable			Yes	1	3		At times the enemy AI seems to stall and the enemies just stand there. It feels a little unnecessary to just stand there and die enemies that aren't doing anything.	The final boss seems pretty solid. I was able to figure out the mechanics after a few cycles and felt like I understood what it was doing. At times it is a little glitchy, but felt pretty solid.	Yes	The camera X axis speed feels really high, and it doesn't feel like there was any deadzone. The camera was constantly going up and down when I didn't it so just because I was making small minor adjustments.		
Controller	A Lot	Just Right	A Little Too Low	Way Too Low	A Little Too Slow	Just Right	Way Too Slow	Neither Comfortable nor Uncomfortable			No				Felt a bit robotic and it wasn't clear to me when they were attacking/doing something.	about the general pattern of my attacks, was hard to master beating him but I did manage it after several tries.	Yes	low the breaking apart of things, wanted more of that. VFX of the boss was dope. Enemies did feel a little morose. Swords did feel quite slow, both in buildup to swinging and recovery from swinging. I kept thinking that the blue sword might feel more fun if it had almost no delay between swings but with even less damage. Just want to feel quick with that one. Red one didn't feel impactful. I'd like to feel the weight and physical impact of that.		
Controller	Some	A Little Too High	Just Right	A Little Too Low	Just Right	A Little Too Slow	A Little Too Fast	Neither Comfortable nor Uncomfortable			No				It was an interesting fight, I was able to ignore the missions though. Blue sword seemed like the best choice.	Blue sword seemed like the best choice.	They were neat burnits	Yes	Forgot that you could target people because I'm dumb. Also having the prompt for the controls to swap the sword when you get the new sword rather than that would have been helpful.	
																The final boss was too hard for the player character's skills. If the boss spawns other basic enemies and you start fighting them and you die, when you come back, the enemies are still spawned, but the boss' health is back to max. With how much health the boss has, your damage shouldn't reset each time you die, but should compound. The boss can summon two amethyst blasts in a row, which seems too overpowered. There should be a cooldown time until he can attack with a blast again. Also the elongated attack looks like the blade is a lighter and has too long of a range. I don't like this attack and think the sword shouldn't extend at all. It also feels like the character's hit box is a lot wider than the boss'.	Reason is killing it. I love it.	Yes		
Controller	A Little	Just Right	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Somewhat Comfortable	I had a hard time telling when my health was damaged by an attack. And I didn't understand what was happening and why during the fighting.	I think it would be good if there was a sound effect when you strike and enemy and when they strike you. I wasn't always sure if my blows were effective since the sword make the same sound regardless of whether I hit the target. Also, I didn't always notice I'd been struck if I wasn't keeping an eye on the health bar.	Yes		3	2		I thought the shields looked a little strange and didn't match the style of the enemy/game.	felt like I wasn't going to be able to defeat the boss without an hour of trying.	it looked like the sword's length was growing and shrinking. I wasn't sure if that was the intent.	Yes	enjoyed the game overall.
Controller	A Little	A Little Too Low	A Little Too Low	A Little Too Low	Just Right	Just Right	Just Right	Somewhat Uncomfortable			No				didn't really notice the ranged enemy.	fine	Yes	the target system is cool though a little wonky when you are really close to the enemy.		
Controller	Some	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Neither Comfortable nor Uncomfortable			No					I only noticed the shield and the basic enemies, but not the ranged. A lot of the time the enemies just stand there and take the blow, and they don't attack back so often as I should.	I thought it was fun, but maybe a little long. I liked that there were times for me to gain some health. Plus I ended up using almost all of the swords.	Yes	The controls felt a bit offy for me. The sensitivity felt a bit high, but I could have missed a sensitivity option. I also a huge fan of having 8B and 3B be the two primary controls other than the triggers. Even at the end, I kept accidentally changing swords instead of attacking since the trigger felt more natural to use.	
Controller	A Little	A Little Too Low	Just Right	A Little Too Low	Just Right	A Little Too Slow	Just Right	Extremely Comfortable	just subconsciously followed the path. I didn't feel like I was being led, so the design felt very natural.		No				I didn't realize that there was a ranged enemy, but I did notice the basic and the shield enemies.	I thought it was fun, but maybe a little long. I liked that there were times for me to gain some health. Plus I ended up using almost all of the swords.	Yes			
Controller	A Lot	A Little Too Low	Just Right	Way Too Low	A Little Too Slow	A Little Too Slow	A Little Too Slow	Somewhat Uncomfortable			Yes				I liked the VFX, I wish the animation paired with it was integrated better.	It looks cool, but I need more thing to tell me how large is the damage range.	Yes			
Controller	A Lot	Just Right	Just Right	Just Right	Just Right	A Little Too Slow	Just Right	Somewhat Comfortable	I want to go through the place when it looks like I can pass through it.		Yes	1	2	3	Cool	Explosion flash is too bright (on the impact)	No	The camera stuff		
																The projectile attack is too pink. Add some black and blue to the particles to help them stand out a bit.	Really like how the projectile attack looks	Yes	There needs to be visual feedback if the player/enemy gets hit by something (impact particles).	
Controller	A Little	A Little Too Low	Way Too Low	Way Too Low	A Little Too Slow	Way Too Slow	Just Right	Somewhat Uncomfortable			Yes	2	3	1	arena is too big for the boss, too much empty space	arena is too big for the boss, too much empty space	Yes	There needs to be visual feedback if the player/enemy gets hit by something (impact particles).		
																I like the different kinds because it gives you reasons to use the different kinds or swords and lets you make your own strategies.	I think it was kind of hard but I think I could do it if I really tried. I like that he gives you health and other smaller enemies that are easier health but it is annoying he runs away a bit.	Yes	Besides the camera being a little "jerky" I really like how the character moves and the paths. I don't really know why but I really like the color of the red and the white in it.	
Keyboard and Mouse	A Little	Just Right	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Somewhat Comfortable		The camera is a little sensitive and hard to control.	Yes	1	3	2	I found myself getting lost multiple times, but that was probably because I was stopping to talk about it.	I didn't notice a ranged type	Pretty alright	looked very good	Yes	
Keyboard and Mouse	A Lot	Just Right	A Little Too Low	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Somewhat Uncomfortable			No					I didn't notice a ranged type	Pretty alright	looked very good	Yes	

Keyboard and Mouse	A Lot	Just Right	Just Right	Way Too Low	Just Right	Just Right	Just Right	Somewhat Comfortable	The first area that was blocked off with crystals wasn't clear after the enemies were defeated, the path led straight to the river, so it made it seem like that was the right way. Also, having tutorials in optional areas felt weird.	No				I never noticed there was a ranged enemy. Enemies also attack a lot faster than the player, so sometimes it feels like you're force to take damage if they attack right after you.	The vertical slash was very well telegraphed. The spin attack was telegraphed too, but it felt too fast and it didn't seem like I could do anything to avoid the attack.	They're cool	Yes	The game feels really fun, but the time delay between the player's attacks made combat feel a lot slower.
Keyboard and Mouse	Some	Just Right	Just Right	Way Too Low	Just Right	Just Right	A Little Too Fast	Neither Comfortable nor Uncomfortable	Blue feels weird to use. The controller sensitivity was too high to use to look around much.	No				Didn't notice the ranged	Good, except for the upwards spike attack because it is hard to predict where the spikes are gonna go.	SO GOOD	Yes	Visual style is very good.