											Please order the enemy	Please order the enemy	Please order the enemy					
Which How much experience do controls did you have with third-person melee combat games?	How did you feel about the player character's damage output with each Sword? -	How did you feel about the player character's damage output with each Sword? -	player character's damage output with each Sword?	player character's movement speed with each Sword? -	How did you feel about the player character's movement speed with each	player character's movement h speed with each Sword? -	How comfortable were you navigating	What issues did you have navigating through the level?	If you have any other comments on	Did you notice the 3 different enemy types (Basic, Shield,	types in order of difficulty with 1 being the most difficult to fight Basic	types in order of difficulty with 1 being the most difficult to fight Shield	types in order of difficult with 1 being the most difficult to fight Ranged	If you have any other comments on the enemies, please give them		What did you think of the VFX	Did you understand the narrative presented by the	If there's anything else you'd like to mention about any aspect of the game /
you use? melee combat games?	Topaz (Yellow)	Ruby (Red)	Sapphire (Blue)	Topaz (Yellow)	Sword? - Ruby (Red)	Sapphire (Blue)	through the level?	through the level?	the level, please give them here.	Ranged)?	Enemy	Enemy	Enemy	here.	What was your opinion of the final boss?	in the boss fight?	opening cutscene?	playtest, please do so here.
Keyboard and Mouse A Lot	Just Right	A Little Too Low	Just Right	Just Right	A Little Too Slow	Just Right	Neither Comfortable nor Uncomfortable			No				unarmed was supposed to have a gun, he didn't	*Please* make the camera angle zoom out instead of in when fighting this guy	Hey, that's pretty good	Yes	ideally being able to increase lock-on range and adding an enemy toggle while locked- on (such as for situations like the final boss) would make the game feel better.
															The tells for the attacks were really well done and it was super clear when the enemy was			
															who is a super clear when the enemy was vulnerable, I was actually super impressed by how well that worked I also loved how I could jump over the sweeping attack. The dropped health amethyst crystals were also great so the			
Controller A Lot	A Little Too High	Just Right	A Little Too High	Just Right	A Little Too Slow	Just Right	Extremely Comfortable		I liked how the game rewarded a little bit of exploration by hiding health	Ves				I really loved how the enemies broke into pieces	jump over the sweeping attack. The dropped health amethyst crystals were also great so the fight was not too hard.	I thought they looked great and were easy to read as a player	Ves	
Controller Some	Just Right	A Little Too Low	Just Right	Just Right	Way Too Slow	A Little Too Fast	Somewhat Comfortable		or or exponence by many reach	Yes		3	2	1	Pretty hard, the health was too high.	l liked them	Yes	super fun :) but the boss was too hard for me.
														I think maybe the shields should be slightly red, and the ranged				
									There was one spot where you could walk into an invisible wall into the					enemies have a blue wand or				
Controller Some	hurt Diehr	lure Diebe	fort Diebe	hart Dight	furt Diebt	hart Diebe	Somewhat Comfortable		woods, and I got a little confused- maybe add another building there or something	Vor.				which weapon to use? I think the red sword to break the shield made	Felt great, I just kinda suck lol but it played well pretty predictable after a few cycles which I think is preffered.	Looked areast	Voc	
CONTONE SAME	our right	NAT TOTAL	aux right.	Just regin	aut ngit	and regint	Comoracae		and the same of th					Jacobs World use up shough.	I thought the attack where they bureled the	LOONED GREEK		
															projectile attack wasn't as effective as it could be since I just dodged out of the way with ease every time. The 360 degree attack was			
														It was a bit difficult discerning the ranged enemies from the basic	something I didn't expect the first time. On top of this, the move where he slammed his sword			
														enemies at first, and the ranged enemies where easy to avoid due to the clausers of their attacks.	down on the ground was very easy to dodge since it didn't rotate much. Other than that I ha	d		I felt like the topaz sword was a bit too slow for a short sword, but the speed was
Controller Some	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Somewhat Comfortable			Yes		2	1	Otherwise I liked the three enemy 3 types.	a lot of fun with the boss and especially liked how they summoned health when summoning the two enemies as well.		Yes	evened out by the amount of health gained from hitting the enemy. Additionally, I found the Ruby sword good for eliminating enemies quickly and the Sapphire sword very good as well. The level was fun to move through and I had a blast playing it.
								Some of the terrain						It may be a good idea to give the				
								was a bit odd, and the camera offset was a bit too much	There are some dead ends with no loot/healing in them, which seems like					to the ruby sword, since the ruby sword and topaz sword had very little reason to be used in	Some of the animations were clunky, but the attack that he was going for was clear. The main issue was that all of his attacks were easy to	The attack vfx were good on		noting is the salest close of indexense of an any second, especially on the rupy second. The rupy second should probably have a slightly downer roll than the tops second, and the capphire swords roll may benefit from a blur effect. The ruby sword in general felt disappointing, and the lock or left pointies in the boss fight where the camera automatically locked on to the boss even if you had selected the normal enemies. The
Controller A Lot	A Little Too Low	Way Too Low	A Little Too High	Just Right	Way Too Slow	Just Right	Somewhat Uncomfortable	was a bit too much for my preference.	loot/healing in them, which seems like a waste of level space.	Yes		2	3	little reason to be used in 1 comparison to the sapphire sword.	issue was that all of his attacks were easy to avoid and he gave healing crystals too readily.	their own, but the summoning attack was lacking.	Yes	automatically locked on to the boss even if you had selected the normal enemies. The character may also benefit from automatically turning towards nearby enemies.
								it was really easy to get turned around and in the section before the boss fight when you need to kill each enemy in order to open the bridge one commend										
								and in the section before the boss fight when you need to	t									
								kill each enemy in order to open the										
								bridge one seemed to hide itself so I spent a lot of time							the spin attack was really cool but the ranged attack never seemed to do anything because I			
Controller A Lot	Way Too Low	Way Too Low	Just Right	Way Too Slow	Way Too Slow	Just Right	Somewhat Uncomfortable	running around not knowing where to go	0	Yes		2	1	I couldn't tell if I was successfully 3 parrying their attacks	was always within melee range and the projectiles would go over my head	they're cool	Yes	
Keyboard and Mouse A Lot	Just Right	Way Too Low	Just Right	A Little Too Slow	A Little Too Slow	Just Right	Comfortable		cant parry	Yes		2	1	3	fun, too easy	epic	No	thank you
Controller A Lot	Just Right	A Little Too Low	A Little Too Low	Just Right	Just Right	Just Right	Extremely Comfortable		Maybe more to do or interact with, breakable stuff.	Yes		1	2	Pretty straight forward, maybe 3 more aggressive	He's aight, spawning in little dudes was a great idea, maybe he could attack more/faster. I lost like 4 times]: I think I was supposed to	Nice, good work	Yes	Maybe more fluid movements, attacking while moving, and maybe attacking in air? Thank you for letting me play, it was fun.
Controller None	Just Right	Just Right	Just Right	A Little Too Slow	A Little Too Slow	A Little Too Slow	Neither Comfortable			Yes		1	2	3	I lost like 4 times J: I think I was supposed to dodge though and I was trying to win with brut- force alone	e Very fancy pantsyl	Yes	
															fairly good design wise			animations felt unnatural transitioning between them. feels missing "fluidity" if that makes any sense, probably my recommendation to fix it is have certain animation
																		whakes any sense, processiny my recommendation to fix it is have certain animation recoveries be able to be ended early by performing certain actions(sex can cancel the recovery of a sword strike by a tiny bit by rolling out of it, being able to attack faster out of a roll, being able to combo rolls into more rolls, etc etc)
														parrying feels a bit(?) useless,	match the size of the hitbox, got hit numerous times behind when the vfx was only a bit in the front, maybe expand it.			feels awkward with no sprint, spamming rolling seems to be ideal for moving, on the topic of rolls, feels like the end of the roll shoots you forward a bunch more than it
														difficult to see some sort of benefit or understand where/how long the	if you have experience playing demon's souls I			should.
														parry frames are and what the actual reward is.	imagine it something like flamelurker's ace slams.			as mentioned before camera lockon feels "off" by restricting your view to exactly eye level with the enemies and being unable to see above them. It is makes it difficult for depth perception, frequently withing or getting his when I thought I was outspaced, as a result playing locked off felt significantly better.
									something with the invisible wall					locking onto them set the camera at a really awkward angle, it felt much easier and natural to play	also in general I felt he could do more with his sword of that size. imo something like soul of cinder's phase 2 moveset from dark souls 3	pretty good, but frequently		
Keyboard and Mouse A Lot	Just Right	A Little Too Low	A Little Too High	Way Too Slow	A Little Top Slow	Way Too Slow	Somewhat Comfortable		borders on it, feels artificial, maybe pu some rubble or something else impassable there to feel more natural.	Yes			2	much easier and natural to play unlocked and just outspace enemy 3 attacks by walking.	cinder's phase 2 moveset from dark souls 3 would fit on him, or at least those style of attacks.	inaccurate with how the actua hitbox lines up(hitbox bigger than the vfx)	Yes	I do like the different sword forms, switching between them feels very natural, and I can quickly slap on whatever one is best for my current position and situation in relation to enamies.
								it wasn't always clear where I was							I had a lot of trouble with the timing for blocking an attack, since it feels like there's			
Controller None	Just Right	Just Right	A Little Top Low	Just Right	Just Right	A Little Too Fast	Somewhat Uncomfortable	supposed to go / how to get to the next section		Yes		3	2	1	blocking an attack, since it feels like there's some delay between hitting the bumper and actually blocking	I think the VFX were good! I like the art style	Yes	
Controller A Lot	hurt Diebr	lurt Diebr	furt Diebt	Just Dight	A Little Tee Si	hurt Diabe	Extremely			Vor.				2	Protty interesting fight liked how he was able	Coel	Ver	
CONTROLL N LOC	evet right	post right	rost right	best pillin	A PHONE LOG 210M	Park Right	LORINO CABLE	The environment		refe				1	to spawn in help with one of his moves	numb		
								was too samey. There were no large	-									
								scale environmental clues to show me where I was, or	1									
Controller A Lot	Just Right	A Little Too Low	Just Right	Just Right	Just Right	Just Right	Somewhat Uncomfortable	which direction was forward.		Yes		2	1	3	Excellent	Very nice.	Yes	
Controller Some	A Little Too Low	Just Right	Just Right	Way Too Slow	A Little Too Slow	A Little Too Fast	Neither Comfortable		found myself going backwards	No				seemed a bit lifeless	didn't reach		No	too much opening dialog all at once maybe if it could have been interspersed with first level
								the only major visua indicator of where to	4									
								go throughout the	t									
								the wrong way, there would be no tutorial prompt. if										
								this game were oper world, this would make more sense.	0									
								however, as the										
							Somewhat	visual or even telling cue of where to go	i,m not sure if this was on purpose, bur you can walk and roll through the log on the path									the buttons for the controller were a bit whacky, at least the attack button was in my
Controller A Lot	pust Right	pust Right	Just Right	A Little Too Slow	way Too Slow	pust Right	uncomfortable	would be helpful	It would have be cool to have arrows	No					10/3	0/2	yes	opinion
									to show where to go during the level. Also, shift to run would have been nice too because the movement felt too						his attacks took off too much damage			
Controller Some	Just Right	Just Right	Just Right	A Little Too Slow	Way Too Slow	Just Right	Somewhat Comfortable Somewhat		too because the movement felt too slow sometimes.	Yes		1	3	2 you could kill the ranged before	some of his movements were awkward such as running away	very cool i liked the particle effects	Yes	it was good game
Controller A Little	Just Right	Just Right	Just Right	Just Right	Just Right	Just Right	Comfortable			Yes		2	1	they shot any projectile			Yes	

								1						ı		1		
Contr	oller A Lot	t k	ust Right	Just Right	Just Right	A Little Too Slow	Just Right	Dust Right	Somewhat Comfortable	I think the feedback of when an enemy hits you could be improved. I a lot of times didn't realize I was being hit, it didn't feel like there was a lot of contact when the enemy actually strikes you. Althought, I wasn't warring headphones, so I may have missed an audio queeu.	No.			I didn't realize there was a ranged type of basic enemy. That could be	It was really cool! I think the addition of summoning the extra enemies was a nice tous to increase the difficulty. Part of me thinks he should deal more damage, but that may be to hard and is just a personal prefere	ranged attack though, it was	d a	don't have much else to add.
Keyb									Somowhat	The boss fight is a bit sudden and								
	ouse A Litt		ıst Right	A Little Too Low	A Little Too Low	Just Right	Way Too Slow	A Little Too Fast	Somewhat Comfortable	sometimes he shoots projectiles before you cross the bridge.	Was .				This was a very well balanced boss fight with good variety of attacks.		w	
and s	ouse A Litt	De Ju	ist Hight	A Little 100 Low	A Little 100 LOW	Just Right	Way 100 Slow	A Little Too Fast	Comfortable	before you cross the bridge.	Yes	3	4		good variety of attacks.		Yes	
Conti	oller A Litt	tie ši.	ust Right	Just Right	Just Right	A Little Too Slow	Just Right	Just Right	Somewhat Comfortable	I managed to jump over a tree branch across the path earlier in the level, so I didn't understand that the tree branches were supposed to be barriers that I couldn't pass.	Yes	2	1		Pretty understandable Al and very easy to evade with the blue sword.	Pretty cool, especially the lo boi that he'd swing around a the crater he'd make in the ground.	nd	Ngi the player does kinda look like he's throwing a bit of a tantrum when he jumps down to lower elevations (ol
															Good culmination of skills taught in the rest of	r		
- 1															the level, although it felt a little cheese-able			
										If the trees were intended to be					with the sapphire sword. The ranged attack al-			
- 1									Somewhat	barriers, they really should have been					felt too easy to dodge. Good telegraphs with		1	I found the camera difficult to use due to the default sensitivity (and was unable to
Contr	oller Some	e de	ist Right	A Little Too Low	A Little Too High	Just Right	A Little Too Slow	Just Right	Comfortable	solid	Yes	3	1	2 parry	appropriate windups	Well used and distinctive	Yes	find an option to change it)