

Recorded Date	Have you played games with third-person melee combat before?	Which games have you played?	Did you understand this prototype's controls?	What was unclear about the controls?	What did this prototype do well?	How could this prototype be improved?	If there's anything else you'd like to mention, please do so here.	numAttacks	numBlocks	numDodges	numJumps	healthLost	timeToTest
9/21/2021	No		Yes		Told me the controls accurately.	Tell me what my objective is.		5	0	0	0	0	0:02:46
9/21/2021	Yes	A lot of those	Yes		Level design Feels nice, player Interactions	I think The prototype was nice. I would love to see some actual attack animations		19	0	0	0	0	0:00:18
9/21/2021	Yes	Monster Hunter World, Dark Souls 3, Witcher 3 (a little bit) And Skyrim.	Yes		Fast movement is fun, but the animations don't keep up at this time. I liked the ability to change my direction in the air, but I don't know if that will be able to ever look not janky.	Dodging is clunky and just needs time and tweaking.	I ended up losing the ability to block somehow after spamming dodging.	0	1	32	18	55	0:04:34
9/21/2021	Yes	Wow, Breath of the Wild, Tomb raider, we happy few, ...lots	Yes		Instructions were clear. appreciate that the level had clearly defined areas. The shield indication was hilarious and clear	No visual feedback yet that I did anything: attack animation, fx		39	2	0	1	5	0:02:30
9/21/2021	Yes	Sekiro Witcher 3 Dark Souls	Yes		It made the vision of the game super clear, the fine details can come later however.	The dodge, block, and parry weren't super clear	Some animations would do wonders going forward.	14	12	8	3	55	0:24:34
9/21/2021	Yes	Devil May Cry, the Legend of Zelda, Bayonetta, etc.	Yes		It's a good demo for movement and attacking basics.	The camera and movement feel somewhat floaty or imprecise to me. It's hard to tell what my attack range is without any kind of animation of hitbox shown. I also don't get a sense of what the final game will feel like.	After the game restarted, the block move stopped moving entirely for me, which stopped me from testing it.	2	1	2	1	0	0:01:47
9/21/2021	Yes	Assassins Creed, Shadow of Mordor/War, Tomb Raider	Yes		The movement of running and jumping felt good.	For a third-person combat game. I didn't get to experience and third-person combat. Also the dash felt very strange and seemed to jump me all over.	The sword looked really nice, but nothing else really gave me an idea of the aesthetic direction of the game, or overall game feel. Is the game supposed to be more tactical rock paper scissors combat, or more of a dynasty warriors hack and slash through crowds?	0	0	9	0	5	0:00:08
9/21/2021	Yes		Yes		Identifying the enemy, guiding the player.	This could be improved by experimenting more with the environment layout and greyboxing. Also, the mechanics and animations should be present so that one can identify any missing actions, speed/etc... Try to identify a theme as well. Having a certain aesthetic right off the bat helps to establish design goals for you and your team moving forward.		18	0	18	2	5	0:21:15
9/21/2021	No		Yes		Nothing stood out as 'great' (that's harsh, sorry).	I (Gav) talked to Nick about my feedback. Player and enemy threat visibility were both concerns raised in my playtest. I offered Genshin Impact as an example of how to do visibility in a 3D combat-based game. I think movement feels a bit inorganic at the moment.	I personally imagined this game in the style of Moonlighter, which has similar dynamics like rolling and swinging swords / using different kinds of weapons.	0	1	18	0	10	0:06:48
9/21/2021	No		Yes		The controls were clear	Adding animations would be a godsend. Also making it so things can't be gone around, i.e. avoiding dodging/blocking and just running around the enemies from the blue wall		0	1	0	0	0	0:00:15
9/21/2021	Yes	Everything Kyle has played(Dark Souls, Sekiro, Bloodborne, dragons Dogma etc.....)	Yes		Jump	Attack animation	All the best.	0	14	2	21	20	0:19:47
9/21/2021	A little	I don't know :(Partially	No feedback on swing, otherwise made sense	Seems like a very solid base for a melee combat game	A bit too speedy for me to feel in control, the jump feels a tad off too	Congrats on extracting from HvZ Nick :)	7	2	10	0	0	0:10:58
9/21/2021	Yes	Assassin's Creed, Legend of Zelda, Probably others I'm forgetting :)	Yes		Controls well! Easy to pick up and get going!	I definitely need to see an attack animation and get a feel for how the sword will work. Weapon-play is what makes or breaks these games, and it's non-existent so far.	Looking forward to where this project goes!	23	0	0	3	45	0:00:23
9/21/2021	Yes	bayonetta (1 and 2), devil may cry (1, 3, 4, 5, reboot), bloodborne, nier replicant, nier automata, transformers devastation, dark souls, absolver, wonderful 101 yakuza 0, astral chain, metal gear rising revengeance, monster hunter (world and rise), im forgetting some but you get the idea	Partially	I needed to be told that attacking does not have visual feed back, unsure what the block visual turning red was supposed to represent	telling the players the controls	if the dodge has a large distance and a lot of I frames you want to move in a direction you can see, (generally forward or the direction the camera is facing), if you move a shorter distance and have less I frames you want to move backwards, I would guess this is why you had complaints	I wasn't entirely sure what I was testing for, movement and camera are good, but the inclusion of the enemy slab and bullet wall makes me think you were testing for something else though im not sure what.	7	5	3	1	0	0:01:37
9/21/2021	Yes	A hat in time, Breath of the Wild, Dark Souls	Yes		Smooth animations, how the weapon is held	Combat animations, block seems to disappear after leaving some time, dodge roll direction after jumping	Can't wait to see the next prototype!	0	0	17	8	0	0:15:08
9/22/2021	Yes	Dark Cloud 1 & 2 Dark Souls 1, 2, 3, Bloodborne, Sekiro Kingdom Hearts 1 & 2, BBS, 358/2 FF15, FF14, FF13	Yes		The character feels very fast and responsive. Maybe too fast. It pushes the boundaries between fast and controllable. While not pretty, the jumping is at least choreographed.	There are a number of improvements to be made here, but I believe that movement should be priority. I mentioned in the above that that character feels fast, but maybe too fast. I'm not sure of any immediate solutions to a "too-fast" character.		0	0	0	0	0	0:00:10

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