

-Playtesting Research-

-Playtesting Session 1-

Opinions On The Feel Of The Main Combat?

“ Like the combat paired with the lock feels nice, the combo stuff is cool ”

Opinions On The Vibrations?

“ Very nice feels great and used when needed ”

Opinions On The Lock on Camera Feature?

“ Lock on was nice maybe not call it a lock on guidance mode or something for clarity ”

Opinions On The Axe As A Whole?

“ Very satisfying and unique ”

Opinions On Difficulty?

(Most the enemies didn't work) difficultly good for someone getting used to controls more enemy types would
“ make feel harder ”

Opinions On Base Controller Layout?

Maybe make lock on left bumper so you don't need to switch from looking to lock on as you'll need to be quick to
“ make that happen ”

Opinions On Sound Design?

“ Quiet enemies make louder ”

Extra notes/ Extra ideas?

Give reason to block like deflecting a projectile When dash leave trail of fire Big enemy with weak spots to make
“ the axe weaken them when thrown Add button to see front of character ”

-Notes From Playtest-

Top Takeaways For Further Playtests:

1. I am going to change the name of the “lock on” as players complained about its clarity as it doesn't make your hits 100% hit more and make it easier to control the controller for accessibility reasons. I'm going to change it to “Camera Assist”
2. I am going to make a brute type enemy as players complained about only having one enemy type
3. I am going to increase the enemy sound volume as players commented they are too quiet
4. I am going to remove the block ability due to it being underused and the dash seems to prevail

Good Takeaways:

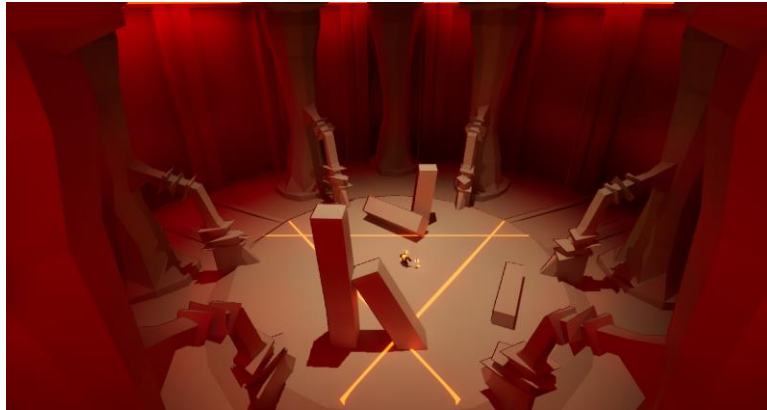
- The player likes how the combat feels with the lock on accessibility feature
- They liked the combos too
- They like the vibrations and felt used when needed
- The player felt the axe was satisfying and unique

Bad Takeaways:

- The enemies didn't work for this play through
- The player thought the enemies were too quiet
- No reason to use the block and it isn't really satisfying

Ideas/Advice Takeaways:

- The player thinks the “lock on” name is misleading and makes you think the axe should always collide with locked on enemy, so I'm changing it to “camera assist”. Also due to simulating physics on the axe specifically controlling the locations to a target causes issues where it glitches and doesn't make it feel like you're properly throwing the axe
- They suggested creating other enemies
- They suggested make the left bumper the camera assist as its easier to press than b or right joystick
- Make the enemies louder
- Im going to remove the block as the dodge as the dash is a lot smoother
- The player suggested making fire spawn when you dash
- They suggested adding a button to see the front of the character



Playtesting Session 2-

Opinions On The Feel Of The Main Combat?

Feels fun, the most fun bit is the combo air launch. After improving combo the axe feels under used. Maybe when you're in the air left trigger can slow down time even more allowing you to chuck the axe to add to the combo giving it more use. Also another fun addition when you're in the air a slam ground attack with the axe launching more enemies into the air.

Opinions On The Vibrations?

Really enjoyed the vibrations, they felt responsive and used in the right spots.

Opinions On The Lock on Camera Feature?

I like the lock on make it easy to air attack but switching targets is difficult when in close proximity, make d pad able to switch to next target

Opinions On The Axe As A Whole?

The axe functionality is cool with the chains but the life steal needs to heal you more and damage the enemy more, also make it more obvious you're getting healed. Like I said the axe is underused, make the axe maybe do an explosion on hit when fully charged, also remove right trigger input making the axe throw process fast giving a more impactful use.

Opinions On Difficulty?

this playtest felt like a normal difficulty

Opinions On Base Controller Layout?

felt quite natural most things felt in the right place other than maybe changing the axe off right trigger

Opinions On Sound Design?

the grunts/taunts of the enemies need to be a bit louder

Extra notes/ Extra ideas?

nothing

-Notes From Playtest-

Results From Retesting:

1. Players haven't complained about the axe not hitting the enemy when locked on now that it's classified as a "camera assist" as it was never meant to 100% hit the enemy.
2. I did make the brute enemy type and it worked well with the charge attack I wanted but when I eventually include the "battle assist" where the game fights for you fighting the brute would require me to use AI but I don't have the time for that, so I chose to remove it and maybe use it for a cinematic later.
3. Increasing the enemy grunts wasn't enough so I will need to up its volume for next playtest eventually I will include a volume slider to adjust it for more personal preferences
4. People have preferred the dash and the players haven't asked for a block to be reimplemented or added

Top Takeaways For Further Playtests:

1. I'm going to include a slow mo phase when aiming in air as the player wants to hit enemies below whilst comboing
2. I want to add some more enemy feedback when paired with the axe by making the axe launch nearby enemies when thrown to the ground
3. I am going to make the left and right d pad buttons allow you to switch which enemy you are locked onto to speed up combat
4. I'm going to make health VFX when you've frozen an enemy to help players understanding if they're being healed
5. I am going to add a charge axe that explodes on impact to help player feel
6. I'm going to change the throw button for the axe from right trigger to left trigger so all actions are on one button to help player understanding

Good Takeaways:

- The player mostly enjoyed the air launch combo
- The player really enjoyed the vibrations they felt responsive
- The player liked the camera assist as it made it easier to air attack
- They liked the chains when you freeze an enemy
- The player felt it was a normal difficulty

- The player felt the controller layout is natural

Bad Takeaways:

- They feel like due to the combo being improved the axe feels underused
- Didn't like how hard it was to change characters in close proximity
- They think you need to steal more life from the enemy
- Enemy grunts need to be louder

Ideas/Advice Takeaways:

- They suggested that when the axe is being aimed slow the game down
- Also when you throw the axe to the ground it should launch enemies
- Allow players to change locked on enemies with the left and right D pad
- Make it more obvious you're getting healed by the freeze
- Maybe make the axe explode if you charge it up
- Remove the Right Trigger to throw axe and leave it on the left trigger only

-Playtesting Session 3-

Opinions On The Feel Of The Main Combat?

I think it flows very nicely, but feels sluggish based on my personal preference when playing combo games do to the animations, specifically the light attack, heavy feels powerful. The axe throw feels nice as a ranged attack, but with a combo, it doesn't have a good amount of utility. Sprinting make it a toggle or make it a charged attack to start a combo. Want a heavy attack connect to a heavy attack maybe make any air heavy attack slam the enemy to the ground. ”

I like how there's a wide range of basic move sets, which allows you to explore combos more. It could be interesting to explore more attacks without the axe, maybe decrease damage but up attack speed. ”

Opinions On The Vibrations?

“ I like it with the attacks but lower the aim vibration. ”

“ I like that the vibrations feel subtle, feel natural to the game. ”

Opinions On The Lock on Camera Feature?

When locking on the axe doesn't hit the locked on target when walking to the right. lock on to another enemy after one dies ”

“ When the enemy dies would be nice to make the lock on find a new enemy. ”

Opinions On The Axe As A Whole?

I like with light attacks it sends you to the air when locked on. I like the special effects when you hit a target giving it a more hell effect with the chains. I like when you throw it and it hits a wall it gets stuck in the wall instead of bouncing off. I like the particle effect on the axe. The axe throw doesn't feel like it hits when in close range. I would make it more consistent, slow fall when in the air. ”

“ Nothing really to add does feel nice to use. ”

Opinions On Difficulty?

I don't think its too easy or too hard, I'd say its a normal and I like you maybe have too much health but you can realistically die. ”

“ It was quite easy. Have the main guys attack quicker and don't wait for your attack. ”

Opinions On Base Controller Layout?

Make the controls more understandable. Have a tutorial explaining how the attacks pair together. Make text explaining controls use symbols instead of words. Like I said the sprinting toggle is something, but apart from that I like the button layouts. ”

I took sometime to get used to but I feel like the layout does feel natural when you're used to it. Instead of jumping into it add a tutorial. ”

Opinions On Sound Design?

“ The Ais sound funny. The sound effects felt natural didn't really notice which is good. ”

Would be cool to have a Doom theme tune in the background. I feel like the attack SFX overpowers the enemy sound effects (grunts). Turn up the enemy sounds. ”

Extra notes/ Extra ideas?

“ Include a ground slam when in air Maybe add a roll ”

“ Maybe make the tutorial a wave system. ”

-Notes From Playtest-

Results From Retesting:

1. Some players figured out that you can slow mo whilst aiming to hit the enemy being comboed in the air and found it a fun peace of life thing
2. Players never really mentioned the axe on floor impact change but did seem to utilise it to disperse enemies during combat situations which is a plus
3. Players enjoyed and appreciated the left and right d pad change as this makes using the camera assist easier and more intuitive during fast pace combat situations, helping to make the combat still feel powerful and snappy
4. Players liked the health VFX that was added saying that it helped them to get clear knowledge what the axe stuck in the enemy did and when a proper collision happened
5. I didn't end up making the axe charge as I feel like its not something players will fully understand especially with the lack of different enemy types but I will leave it for a stretch goal

Top Takeaways For Further Playtests:

1. I am going to make the sprint a toggle opposed to a hold as this helps reduce the amount of buttons the player has to hold and links well with my
2. I am going to create a heavy slam attack due to a players suggestion that I believe will be a fun inclusion to the combo
3. I am going to work on creating a setting menu with different settings for the camera assist; none, manual, automatic and a setting that auto relocks after an enemy dies
4. I am going to create a tutorial map where I can accurately show how the game works in a fun way trying to tell a story at the same time
5. I am going to make a hide ui button so that players can hide the controls if it gets too much in the way
6. I am going to create a kick button when you're not holding the axe as players believe that the no axe attacks need more variety
7. I am still planning to implement background music as players feel thats lacking

Good Takeaways:

- The player thinks the game flows nicely
- The heavy attack feels powerful
- The axe throw feels nice as a ranged attack

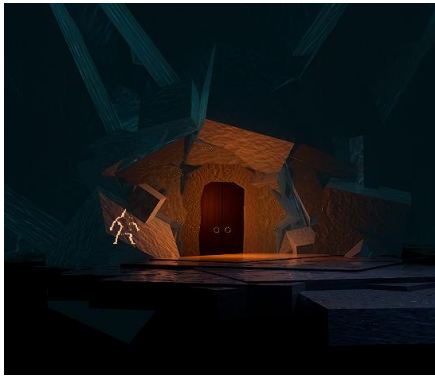
- The player likes the vibrations for the most part
 - The player like the air attacks performed with the heavy attack and light attack
 - They like the hell type feel they get off of the axe effects
 - The player likes how the axe can get stuck in a wall
 - They didn't think the game was too easy or too hard
 - They thought the sound effects were funny and natural
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- The other player liked how there was a wide range of basic move sets allowing you to explore more combos
 - They also felt the vibrations were subtle and natural
 - They thought the axe was nice to use
 - The player thought the base controller layout felt natural when they got used to it

Bad Takeaways:

- The player also felt the game feels a bit sluggish at time due to the animations specifically light attack
 - They feel the axe lack utility when paired with the combo
 - They think the aim axe vibration is too much
 - From the base controller layout the player found them confusing
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- The other player thought the ais attacked too slowly
 - The player thought the attacking SFX overpowered the enemy grunts

Ideas/Advice Takeaways:

- Make the sprint a toggle or change it to a charge attack to start a combo
 - Maybe make the air heavy combo have a slam enemies to the ground feature
 - After a player dies auto lock onto another enemy
 - Make a tutorial to explain all the controls
 - Add the controls on the screen and make the controls show symbols instead of words less cluttered
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- They suggested adding more attacks without the axe higher speed less damage
 - Make the heavy attack a kick
 - Up AIs attack speed
 - They also wanted a tutorial
 - The player suggested a doom style theme tune in the background
 - Up the enemy grunts and lower the attacking sound effect



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**Opinions
Combat?**



Playtesting Session 4- On The Feel Of The Main

“ I think its good just the animations done flow. ”

Opinions On The Vibrations?

“ change depending on input happening ”

Opinions On The Lock on Camera Feature?

“ I like it standard lock on ”

Opinions On The Axe As A Whole?

“ didnt feel like i needed to throw it much because i was being swarmed and because i had the heavy attack ”

Opinions On Difficulty?

“ it felt easy make the enemies more spread out. ”

Opinions On Base Controller Layout?

“ personal preference change light attack to left trigger and heavy to right trigger. Other than that pretty good ”

Opinions On Sound Design?

“ the sound design felt natural and felt GOOD for the theme, but add music in the background ”

-Notes From Playtest-

Results From Retesting:

- Going to properly retest last takeaways on next playtests

Top Takeaways For Further Playtests:

- I didn't get anything to add from this playtest

Good Takeaways:

- The player enjoyed the combat
- They noticed a difference between different actions
- They enjoyed and like the camera assist feature
- They found it easy to play and how you can spread out the enemies easily
- The player really like the SFX

Bad Takeaways:

- They think the animations need work and don't flow
- They didn't feel like they needed to use the axe throw as they were being swarmed by enemies, I do feel the life steal feature does make a serious use for the axe especially when low on health

Ideas/Advice Takeaways:

- They suggested changing the attack button layout but im not sure ill implement due to the lack of other playtesters with the same opinion and when i'll add the key bindings them players can sort that out themselves
- Player wanted background music

-Playtesting Session 5-

Opinions On The Feel Of The Main Combat?

“ i feel the combat feels free and you can do anything. The combos feels kinda hard to do. ”

“ the combat needs to feel more impactful. with the controlling of the camera it felt like it needed to be easier to move the camera around. the combat felt fine. ”

“ i really like the combat in the end it was quick feel. with axe its perfect without feels slow which makes sense. ”

Opinions On The Vibrations?

“ they were good and were subtle, only really felt with the throw and it felt natural ”

“ make using the axe have a heavier vibrate. didnt really notice them otherwise ”

“ didnt notice them. might be better to make it slightly stronger ”

Opinions On The Lock on Camera Feature?

sometimes bugged and lost the lock on when an enemy was too far. could need some work with it staying on a target. when new wave auto relock ”

“ the lock on feature was fine just playing around with it. ”

“ it needs to be automatic. i prefer when it snaps really quickly ”

Opinions On The Axe As A Whole?

axe was pretty good, looked good and good effects. i like the throwing where it gets chained up, paired with the combos. ”

“ felt fine other than end of tutorial. maybe an indicator that you don't have your axe. ”

“ i really like the axe and how it feels when fighting. when I first got the axe it was hard to aim when in the tutorial ”

Opinions On Difficulty?

“ pretty easy ”

“ fine ”

“ it was easy ”

Opinions On Base Controller Layout?

“ very clear with the marking on the side with the environment tutorial ”

“ yeah they do ”

“ it was fine. im used to x and y ”

Opinions On Sound Design?

“ everything was fine felt natural ”

“ didnt use sound ”

“ i feel like there should be music dramatic. ”

Extra notes/ Extra ideas?

“nothing”

“ with the text add a border move text to the top or middle. ”

maybe with time add animations, or smooth them. add more models to cinematics or fog. focus on lighting. add blue to corners of main map. ”

-Notes From Playtest-

Results From Retesting:

1. The sprint isn't very noticeable and hasn't been pushed as a big mechanic I might need to revisit its implantation but switching how the input is used does make it easier to use
2. I created the slam attack when mid air is not something that has been pushed heavily but players who like to press a lot of buttons found out about it and really enjoyed it.
3. I created a bit of stuff for the settings menu but isn't shown as a button you can use so most players dont know its there but most the implementation is there players love the automatic camera assist and the auto find enemy feature which is the most accessible which is good
4. I created a tutorial map and went down great for the most part. The end part is the most confusing so I will need to look into a way to make it most understandable for the player.
5. Unfortunately I have yet to make this implantation due to time constraints

6. Due to players wanting more attacks without the axe I have created a kick button when not holding the axe this launches the enemy back and is displayed in a fun way in the tutorial
7. Haven't yet got around to putting in background music

Top Takeaways For Further Playtests:

1. I am going to add an axe not in hand and in hand ui symbol as some players felt that side of thing lacked clarity
2. I am going to add a border to the text as the ui elements are sometimes hard to read in certain lightings
3. I am going to include a keybindings feature where you can adjust that to your own personal preferences
4. I will eventually add some form of background music as that's something a lot of players ask for

Good Takeaways:

- The player feels the combat feels free and you can do anything
- The player did say the vibrations felt subtle and good
- Player enjoyed the axe and the effects that came with it
- They like the axe paired with the combos
- They found the game easy
- They found the controls clear with the side of the screen controls and the playable tutorial
- They said the sound design felt fine and natural

- They said the combat felt fine
- They found the camera assist was fine
- They find the difficulty to be fine

- They really enjoyed the combat they said it felt fast
- With the axe the combat is perfect
- They really like how the axe feels
- They said the difficulty was easy

Bad Takeaways:

- The combos are hard to do
- There was a bug where it would lose camera assist after the enemy is dead (fixed now)

- They said the combat needs to feel more impactful (not too sure in what way)
- They felt the camera should be easier to control
- Didn't really notice the vibrations
- They didn't like the end tutorial because it was bugged

- Didn't notice the vibrations and make them slightly stronger
- They thought the axe was hard to aim in the tutorial

Ideas/Advice Takeaways:

- They mentioned making the axe vibration more impactful
- They said show an indicator if you have your axe or not
- They suggested adding a border to the text to make it stand out and maybe move the texts position
- They think the camera assist needs to be automatic as they like the combat feeling snappy
- Maybe change the combat buttons to x and y
- They really want dramatic music



Playtesting

Session 6-

Opinions On The Feel Of The Main Combat?

“ it feels like im playing god of war ”

VS multiple enemies - fun. VS one enemy - less fun. This is specifically a thing about
 “ pacing/movement/kinesthetics. I move SO SLOW, unless i'm lying around. ”

“ felt good no issues ”

Opinions On The Vibrations?

“ they give you the natural feel ”

“ Felt ok - didn't add to my experience ”

“ didnt realise they were there but arent annoying ”

Opinions On The Lock on Camera Feature?

“ i do like the lock on where you can switch the enemy locked on ”

“ Similar to the combat feel. More fun in multi-fight ”

“ easy to beat enemies. ”

Opinions On The Axe As A Whole?

“ make the axe properly recall. i enjoyed and understood how it worked ”

“ I couldn't recall it without throwing it. But I think it's a nice mechanic. I like that it is how I regain health, I think leaving it in enemy indefinitely is weird. ”

“ felt confused how to use the axe, the tutorial needed more information maybe a video. ”

Opinions On Difficulty?

“ its fine ”

“ Very easy ”

“ easy the ai was easy ”

Opinions On Base Controller Layout?

“ I like the controls ”

“ Personally I prefer face buttons to shoulder buttons, especially for core actions like heavy/light attack ”

“ i like the positioning ”

Opinions On Sound Design?

“ without the axe still hear sword swing. good volume, everything had sound when needed. was satisfying. ”

“ Didn't put on phones, my bad ”

“ n/a ”

Extra notes/ Extra ideas?

“ The main character feels super slow. This then becomes really silly when he starts dashing around in the sky. It takes me out flow because I become acutely aware of how slow I am out of combat. ”

-Notes From Playtest-

Results From Retesting:

1. Players saw the UI axe element on the bottom right corner and seemed to understand the purpose of the axe
2. I added the UI text border and players didn't have any complaints and understood what the controls were trying to tell them
3. I haven't yet added the keybindings to the game
4. Still haven't found or made background music for the game

Top Takeaways For Further Playtests:

1. I am going to increase the walk speed of the player as some player feel the character is too slow in comparison to the combat
2. I am going to fix the non axe sound effects and make a slider that allows player to mix, increase and decrease the sound volume
3. I am going to make the axe fly to the hand opposed to teleport
4. I am going to look into adding more videos in the tutorial

Good Takeaways:

- One player felt the game play felt like god of war which is exactly what im aiming for
- The player felt the vibrations had a natural feel
- They really enjoy how you can switch between enemies when using camera assist
- The player enjoyed and understood how the axe worked and thought it was well presented
- They felt the difficulty to be fine
- They liked the control layout
- They thought everything had the right sound and was used correctly and they felt they were satisfying to hear

- They felt against multiple enemies the game was fun
- They felt the vibrations felt ok
- The player also felt the camera assist was fun with multiple enemies
- The player enjoyed the life steal feature when the axe is in the enemy

- The player felt the combat felt good
- The player said that the camera assist makes beating the enemies easier which is exactly what im aiming for in terms of accessibility
- They felt the ai was easy
- The player liked the control positioning

Bad Takeaways:

- The player would have liked if the axe flew to the hand instead of teleported
- They could hear the axe swing sound when only using fists
- They felt fighting one enemy the game wasn't as fun as multiple
- They felt the player moved too slow
- They had the same feeling about the camera assist as the combat better with multiple enemies
- They preferred the face buttons for the combat over the shoulder buttons
- They would have preferred a video explaining how the axe worked as they were slightly confused

Ideas/Advice Takeaways:

- As a stretch goal make the axe fly to the hand when recalling
- Look into fixing some sound effect placement
- Increase the player speed
- Maybe add more video explanations for the axe