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# Compiled Playtesting Feedback Notes

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## Explosive Dawn :: Little Black Dress Productions

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**Session IX – April 6, 2011**

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**Stage:** Pre-Gold.

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**Notes:** No audio.

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### Changes Since Session VIII:

- The light on the player blinks red when he/she is hit.
- The laser gun was replaced with the helix gun.
- Small enemies move slower and on beats.

### Rating Averages (1 – 10; 1 = Bad, 10 = Awesome):

Category	Session IV	Session V	Session VI	Session VII	Session VIII	Session IX
Controls	8.6	8.2	N/A	8.8	8.8	8.8
Interface	7	6.7	N/A	7.8	8	7.8
Visual	8.2	8.5	N/A	9.2	8.8	9.3
Audio	N/A	N/A	N/A	N/A	N/A	N/A
Gameplay	7.9	7.5	N/A	7.6	7.5	7.0

### Recurrent Feedback:

- Mouse needs to be on the menu still!
- Health bar is hard to notice.
- It should be more obvious when the player is critically low on health.
- Enemies are boring and need more variety.
- Enemies should be more calligraphic.
- The mouse reticle is hard to notice.

### Critical Feedback:

- Players dislike the keys and mouse controls between menu and game.
- Not sure what they're progressing toward.
- Players not sure why the splatter happens.
- Not sure what the timer is for.
- Blinking the player when he/she gets hit, since that's where the player is looking.
- Game over screen should be more thematic and fitting for the game.
- Game over screen should also relate how well the players did.
- Mouse reticle gets lost and is hard to notice.
- Player is hard to notice.
- It's hard to see what weapon is currently equipped.

- There should be more particle effects.
- The bullets should be bigger and easier to see.
- The enemies are too easy.
- Camping in the corners makes the game less fun.

**Complimentary Feedback:**

- Visuals look great!
- Game is nice and simple.

**Personal Observations:**

- White speckling on DigiPen splash screen.
- White speckling on team splash screen.
- White speckling on explosion animation.
- The first thing players do is reach for the mouse.
- Need to get in AI that forces players out of the corner.
- The gamepad currently breaks on certain computers.
- The tutorial screen needs to be updated.