

Playtesting report

Camera

The camera needs a lot of improvement.

When the camera zooms out, the testers found it hard to see the characters, because then they are too small and can not be controlled precisely anymore.

If the characters are too far away and the testers switched the character, they didn't like it that the camera takes such a long time to go to the other character. The movement of the camera is too smooth. They said the camera should switch to the other character immediatly.

One player even got lost in the big level and couldn't find a way out, because he had no overview.

HUD

The testers didn't like the HUD, as they found it too large, so that it takes too much place of the screen. It hides too much of the game world as for example the crystals, wich then are sometimes barlely visible. Then, they didn't realize wich of the energy bar belongs to Llams and wich to Egral.

The testers also found it confusing to see in the HUD how much crystals there are in the whole level. This made them believe that they have to collect all the crystals, although this isn't necessary to finish the game.

The "narrative guy" is too fast, the testers sometimes weren't able to read it all.

Characters

The testers didn't understand what the white action of egral is (defense).

The jumps are too fast. They should be slower so that llams can hit an enemy while jumping.

The characters very often hit a platform with the head when jumping, wich makes it strange to jump precisely.

The testers found it borring to always have to switch between the characters when walking a long distance. The would like to see the uncontrolled character following by itself.

Gameplay

The testers didn't understand, that the physical enemys just can be killed by egral and the magical enemys just by Llams.

The control of the magic balls needs to be imporoved. Using the same analogue stick for walking and aiming the balls is confusing.

In the test level, there was a hard gap to jump over. It took the testers several times to jump over it, what made them angry. They said there should at least be something when falling down, for example fire, to make it more interesting.

Help

There is too much information in the help screen. The testers looked at it, thought they got it, but reminded just half of it afterwards.

Goal

The testers didn't understand what the game is all about and what the goal is. So we have to add a story at the beginning and make it more clear how to finish the level.