

PLAYTEST EVALUATION REPORT

Test Date: May 19, 2026

Total Participants: 24

Objective: To see how players actually feel about our game's turn-based pacing, the rune mechanic, skill tree build-crafting, general balance, and overall audio-visual vibe.

1. Who Played? (Demographics)

The vast majority of our testers (**66.6%**) fall in the **18–24 age bracket**, followed by **24+** at **29.1%**, and just a single person from the **15–18** group.

In terms of gender: **75% Male**, **21% Female**, and **4% Other**.

2. First Impressions & The Aesthetic Vibe

The general enjoyment score sits at a solid **3.66 / 5**. The raw data is packed with 4s and 5s, meaning our core loop is genuinely fun. However, we do have a small, painful pocket of 1s and 2s from players who felt completely locked out of the fun due to technical malfunctions.

Breaking down the specific scores (out of 5):

- **Visual Aesthetics & Graphics (3.50):** The art style is doing good. Players find the game good to look at.
- **Sound Design & Music (3.37):** The audio does its job, but it's mostly just "there." Also players reported a bug that keeps some characters sounds on loop that scares them at the start.
- **Game Controls (3.33):** This is a bit of a mixed bag. Input responsiveness needs work.
- **UI Clarity & Aesthetic (2.91):** This is our biggest challenge. Players are struggling with the interface. They found it confusing, clunky, or just plain messy.

3. Dissecting the Gameplay Mechanics

This is where things get interesting. We asked if the transition between exploration and turn-based combat felt fluid, and the community is split right down the middle: **58.3% said "Yes"**, but a massive **41.7% said "No"**. That "No" group is way too high. It tells us that the pacing jerkiness, transition screens, or sudden camera cuts are breaking immersion for almost half our players.

When it comes to game balance, **45.8%** feel it's "Balanced but could be better," **29.2%** say it's "Balanced," and **25%** flat-out labeled it "Unbalanced." We've got some fine-tuning to do on enemy stats and build scaling.

On the bright side, **the Rune Skill (timed extra damage) is a very liked feature**. It scored a beautiful **3.73 / 5**. Players love the active engagement of a timed hit.

Our **Skill Tree** landed at a **3.39 / 5** for enjoyment. Looking closely at the data, We don't think the skill designs themselves are bad; rather, the terrible UI score (2.91) is dragging it down because players are likely fighting the interface just to gather points. Despite that, the **Replayability** score holds at a decent **3.41 / 5**, giving us a great foundation to build upon.

4. Reading Between the Lines (The "Red Flags")

Looking at individual entries, two specific player personas stood out, and they teach us exactly what to fix first:

- **The "Frustrated Quitters":** These guys rated their overall enjoyment a 1 or 2. When you look across their row, **their control and UI scores are bottomed out at 1s and 2s**, and they both voted **"No"** on combat fluidity. If the UI and controls feel bad, players won't even give the combat system a chance. Friction kills fun.
- **The "Blinded by UI":** This tester actually loved our game. They gave Graphics a 4, Sound a 5, and maxed out the Rune and Skill tree enjoyment. But they gave **UI Clarity a 2** and called the game **"Unbalanced."** If the UI doesn't clearly explain why a player died or how a mechanic works, they will assume the game is unfair or broken, even if they love the core mechanics.

5. Our Immediate Action Plan

To get the game where it needs to be, we are prioritizing three major areas:

1. **UI/UX Overhaul (Top Priority):** The interface needs a rescue mission. We need to make the combat indicators (HP, Action Points, turn order) dead simple to read, and clean up the skill tree layout so it actually feels rewarding to browse.
2. **Smooth Out the Exploration-to-Combat Loop:** We need to look at what happens the exact second a battle triggers. We need to cut down transition lag, smooth out the camera transitions, and make sure the controls don't feel heavy or sluggish when moving between states.
3. **Balancing the encounters:** We need to take care of the unfairness of battles. Dropping enemy health bars and making soul fragment accumulation easier.