



PLAYTEST REPORT

Total Participants: 24

May 19, 2026

Build Diagnostics & Action Plan





3.66 / 5

Overall Enjoyment

Raw data is packed with 4s and 5s. The core loop is genuinely fun.



3.41 / 5

Replayability Score

Players want to come back. We have a solid foundation.



Pockets of Friction

A small but painful subset of 1s and 2s exists from players locked out of fun due to technical malfunctions.

Age Demographics



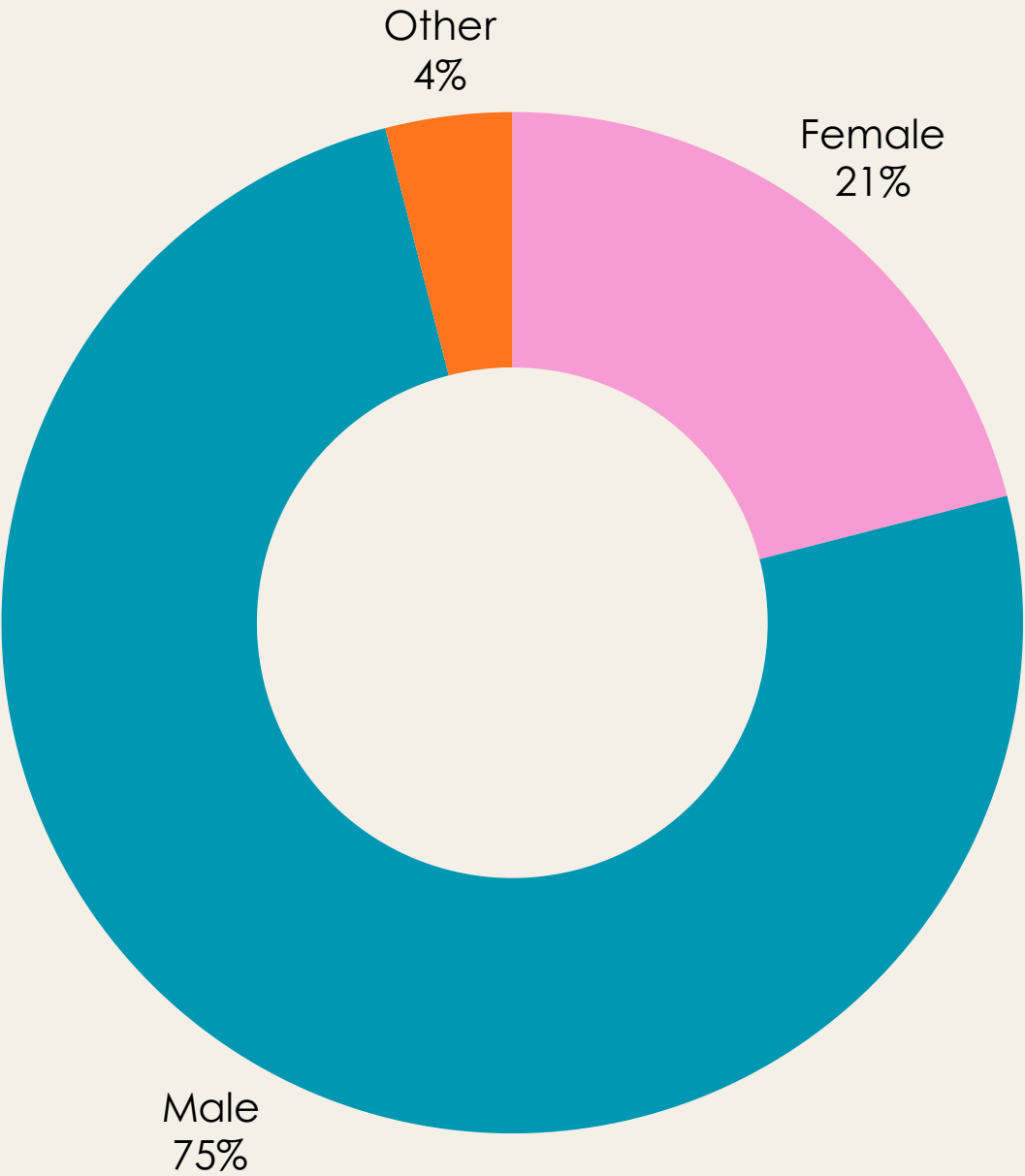
66.6 % 18-24 bracket

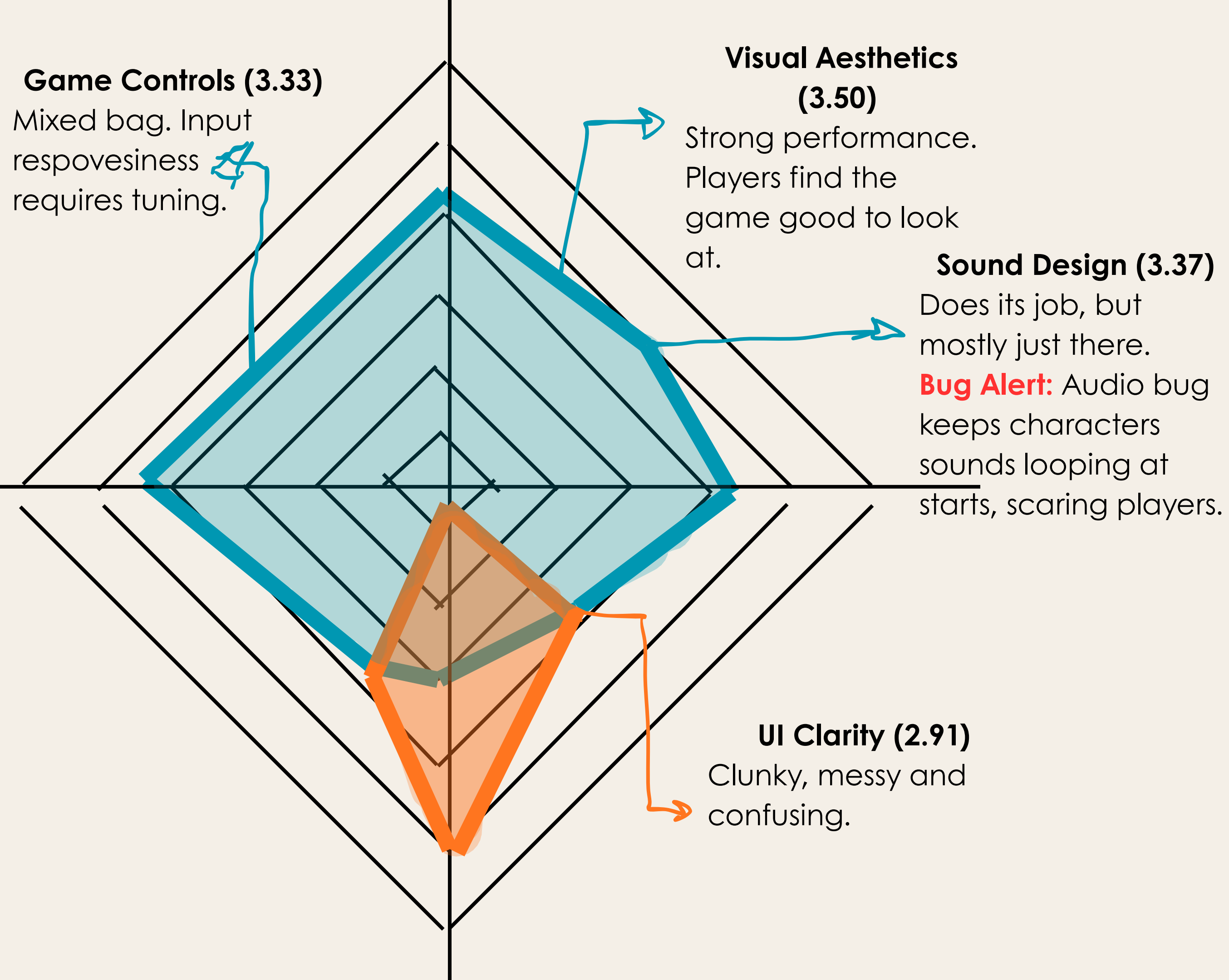


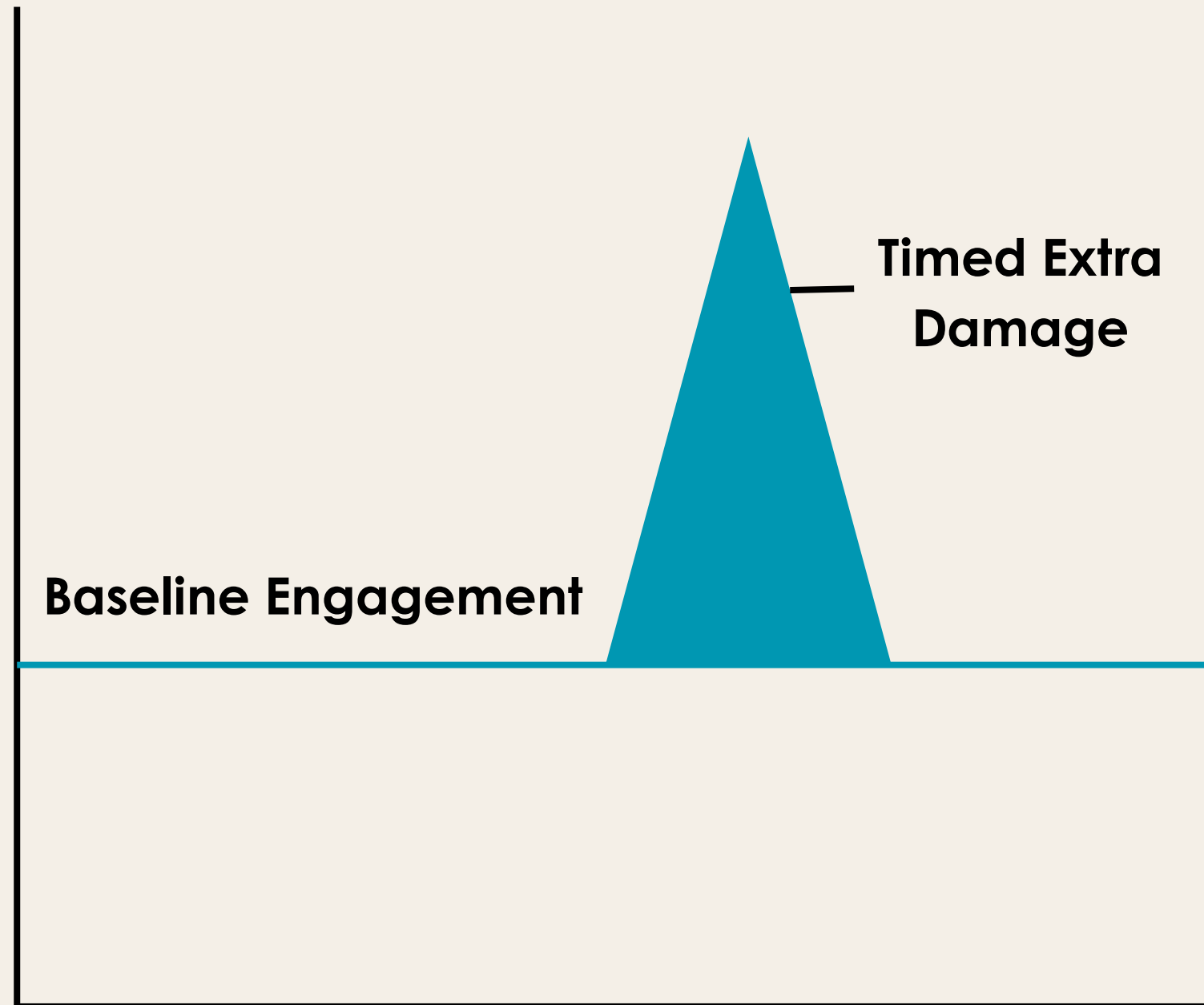
29.1 % 24+ bracket



1 person 15-18 bracket





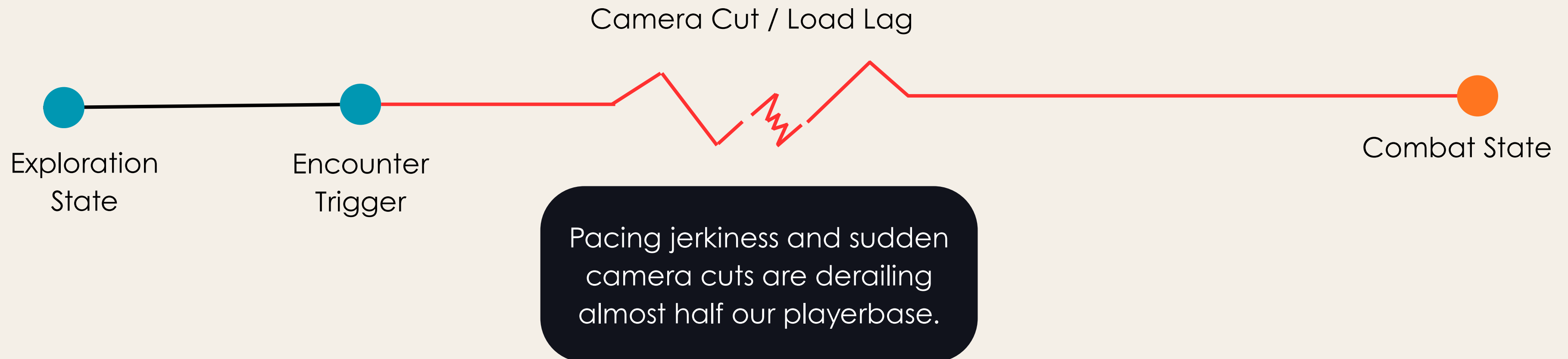
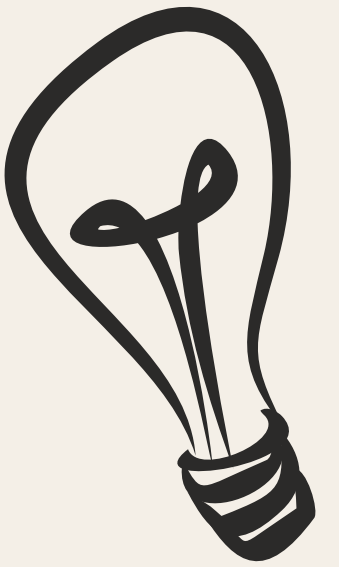
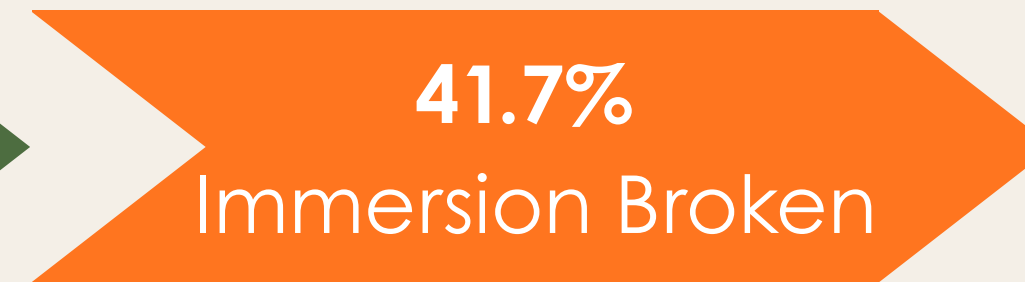
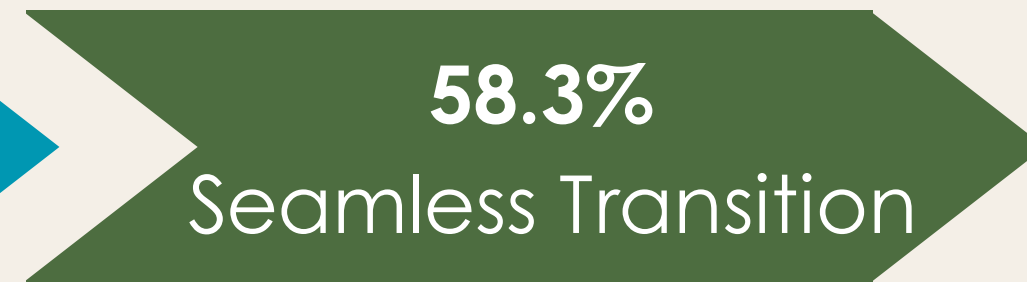
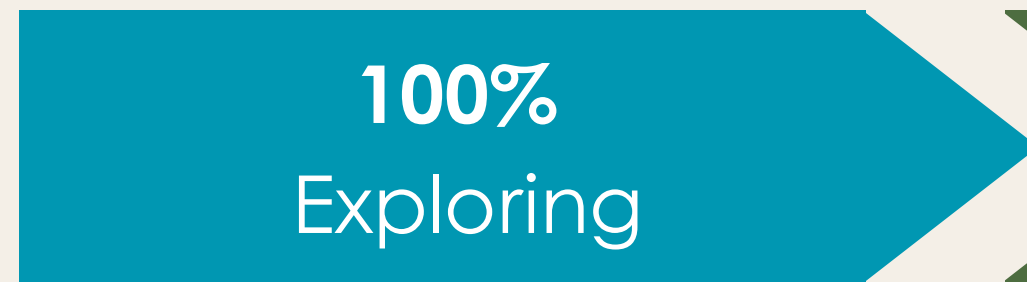


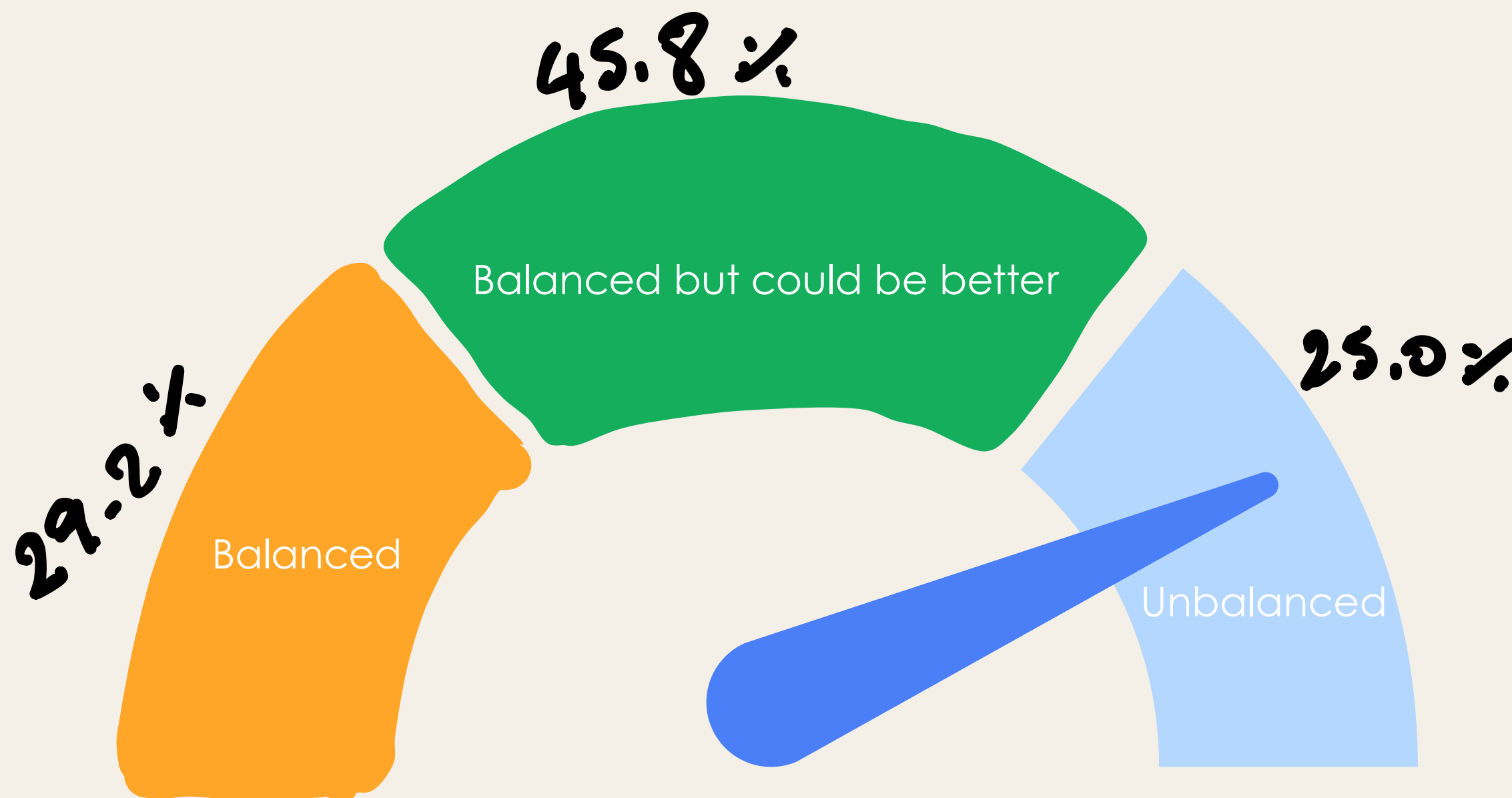
Rune Skill Enjoyment: 3.73/5

Players love the active engagement of the timed hit.

Skill Tree Enjoyment: 3.39/5

The mechanical design is solid. Players aren't rejecting the skills; they are fighting for gathering and spending points



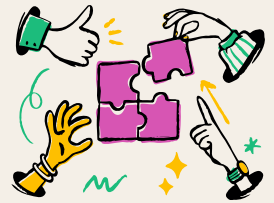


Insight: Enemy stats and build scaling require fine-tuning, but raw numbers alone do not explain the harsh 25% “Unbalanced” verdict. We must look deeper at how mechanics are communicated.



The Persona Diagnostic Matrix

The Frustrated Quitters



UI / Controls:

Bottomed out at 1s and 2s



Overall Score: 1 or 2

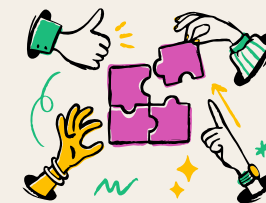


Combat Fluidity: No

Diagnosis: Friction kills fun. If UI/controls feel bad, they won't even give the combat system a chance



The Blinded by UI



UI Score: 2



Overall Score: High (Graphics 4, Sound 5, Rune Maxed)



Perception: Unbalanced

Diagnosis: Loved the core, but if the UI doesn't explain why they died, they assume the game is broken or unfair.



UI Score (2.91)

Unbalanced Perception (25%)

Rune & Replayability Scores (3.73 / 3.41)

Our core loop is undeniably fun,
but our interface is masking it.

Players aren't losing because the
game is fundamentally broken;
they are losing because the UI
fails to teach them how to win.

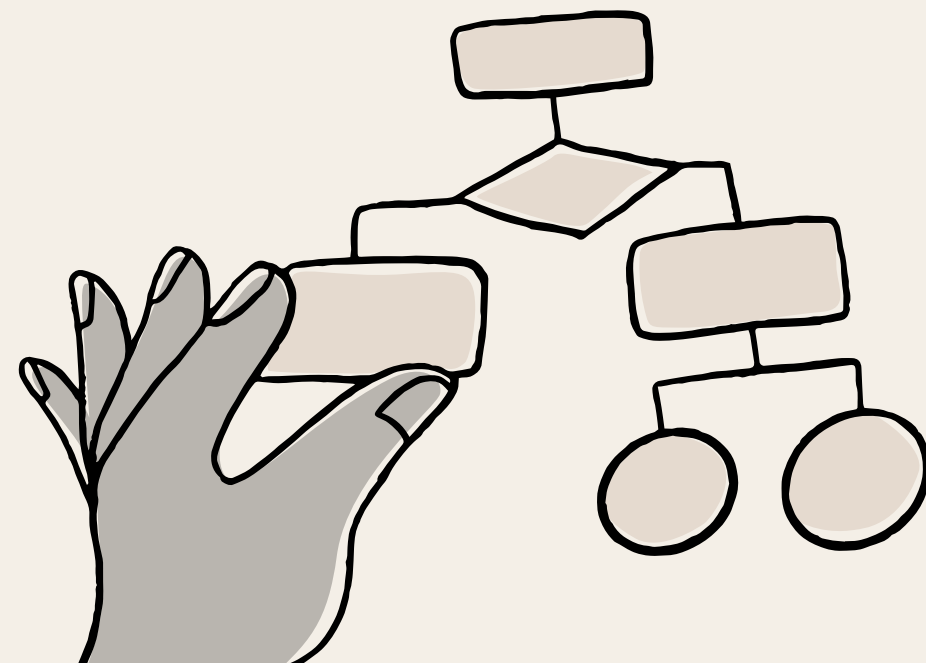
This is a communication failure, not a mechanical failure.

IMMEDIATE ACTION



UX Rescue Mission (Top Priority)

Combat Indicators such as HP, Action Points and Turn Order dead simple to read at a glance.



Skill Tree Layout: Restructure the visual hierarchy. It must feel rewarding to browse and spend points, removing the friction from our 3.39-rated skill mechanics.

Immediate Action: Smooth the Transition Loop

1

Cut Transition Lag

Eliminate the freeze the exact second a battle triggers.



2

Smooth Camera Transitions

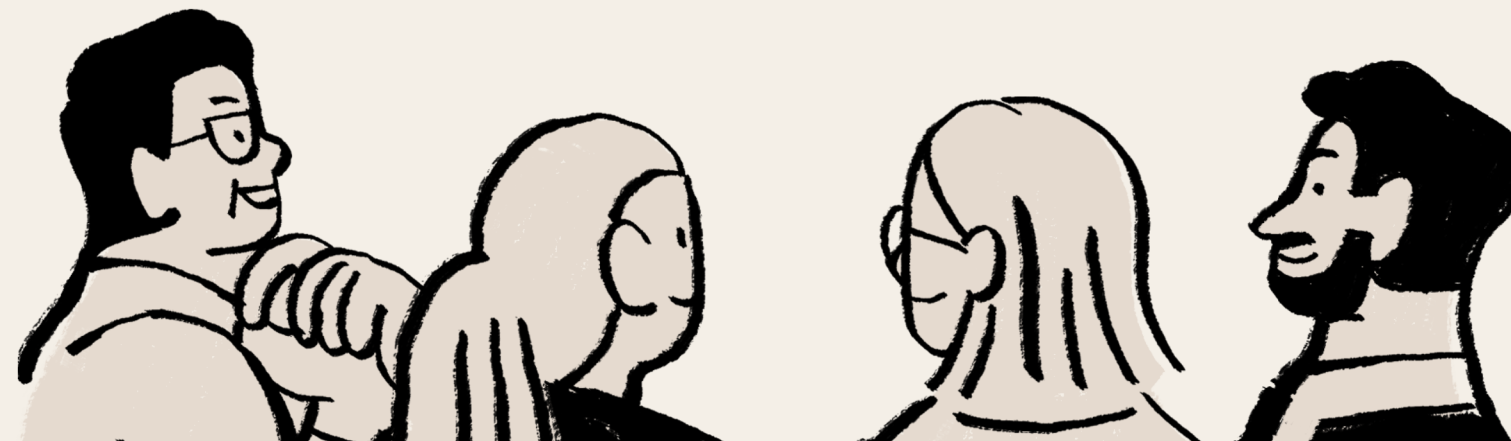
Replace jarring cuts with fluid visual handoffs.



3

Eliminate Sluggishness

Ensure inputs remain highly responsive when shifting between exploration and combat states.



Immediate Action: Encounter Balancing

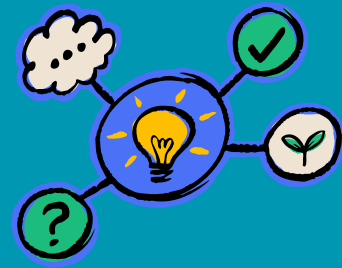
Enemy Health Bars

Drop baseline enemy HP to eliminate the feeling of unfair, grinding battles.

Soul Fragments

Make soul fragment accumulation easier' accelerating the reward loop.





Unmask the Combat.

Execute the UI/UX Overhaul to teach the player how to win.



Protect the Immersion.

Eradicate the exploration-to-combat transition lag.



Tune the Fairness.

Adjust enemy HP and soul fragment drops.

The runes are cast. The core is strong.

Now, we clear the path.