

Emberwatch

Playtest — outside tester

Hand over the link, say "play until you feel done," watch quietly. Don't explain anything. Honest beats kind.

Tester:

Platform:

Phone

Desktop

Must be opened via the hosted http(s) link in a real browser — not a downloaded file.

1. In your own words, what is the goal of the game? (write what you think it is)

2. How fun was the moment-to-moment fighting?

1 = boring 1 2 3 4 5 5 = great

3. Did attacking feel satisfying — did hits land with weight?

Yes Somewhat No

4. Carrying remains back to the fire felt:

Tense & rewarding Fine Tedious / a chore

5. The dark draining your health at night felt:

Fair & tense Too punishing Barely noticed Confusing

6. Would you come back tomorrow to play more?

Definitely Maybe Probably not

7. If you stopped (or wanted to), what made you want to stop?

8. If you could change ONE thing, what would it be?

Money — nothing is charged; honest intent only:

9. Watch a short ad for embers / a revive?

Yes Sometimes Never

10. If polished, pay ~\$5 once for the Supporter Pack?

Yes Maybe No