

# Perpetua Playtester Form

This form is intended for playtesters of Perpetua as part of a thesis titled "Perpetua - A Turn-based Role-Playing Game with Runes".

Please answer the questions below only after playing the game. Thank you!

How often do you play video games?

- ☒ Almost every day
- ☐ One or more times per week
- ☐ Maybe a few times per month
- ☐ Never

### What types of games do you play?

- ☒ RPG
- ☒ Shooter
- ☒ Adventure
- ☐ Strategy
- ☐ MOBA
- ☐ Sports
- ☐ Racing
- ☒ Survival
- ☐ Horror
- ☐ None
- ☐ Muu: .....

### Which RPG games do you play (if any)?

Dragon's Dogma, Baldur's Gate, Valheim  
.....

### Overall Impressions

### How much did you enjoy playing Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	A lot

What moments were your least/most favorite?

Having the the last boss throw the bandits by the temple.

How difficult was the gameplay?

	1	2	3	4	5	
Very Easy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Extremely difficult

Please explain your rating

The gameplay was relatively simple with not many options during combat. The enemies' actions were also quite limited with most of them just attacking.

Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

Add different ways to approach objectives. For example, being able to enter the woodcutter's house, seeing dead bodies everywhere and then being able to fight him before even reaching the temple.

### Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

## Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Which mechanics were your most/least favorite?

Not being able to eat out of combat, nor being able to feed other people to heal them seemed limiting. Being able to give any rune to anyone and having the runes activate on attacks gave characters a good amount of flexibility even outside of their intended role.

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### What could be improved? How?

More unique enemy mechanics, proper consumable system, more interactivity during exploration. Adding mechanics that affect speed/turn order, for example, having a character be able to hold their turn until a specified unit takes action (the warrior holds their attack until an enemy is hexed and then attacks immediately after).

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### Balancing

Were there any moments during which the game seemed too easy? Please elaborate.

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Were there any moments during which the game seemed too unforgiving? Please elaborate.

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Were there any runes which seemed too powerful?

- ☒ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☒ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☐ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

Equipping the attack and extra turn rune on the same character increased the base damage by a lot, if both attacks landed it would be nearly half of a bosses health bar.

Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☒ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☒ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

The enemy sprites remaining unchanged after they are defeated and being able to target them.

Is there anything that can be improved in terms of making the game more balanced? How?

Increasing the accuracy of both enemies and party members to make combat smoother. This also removes "dead turns" from occurring, where neither enemies nor allies hit each other at all, which feel unsatisfying.

## User Interface

How intuitive did you find the controls?

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very intuitive

What was good/bad about the controls?

The controls were quite standard and easy to pick up on, but they could have been communicated better (I don't think there was a popup saying you could run in the overworld). Some minor changes could have helped, like having space and left mouse click be interchangeable for progressing dialogue.

Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Yes



What could be done to communicate the game's controls more effectively?

Introducing game mechanics through the in-game narrative/characters. For example, having a party member suggest running to speed things up when entering the first town.

## Graphical User Interface

(menus and overlay)

Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

The chosen font was difficult to read at times and there was some minor text clipping.

## Graphics And Aesthetics

Rate the game's overall appearance:

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Please explain your rating:

Putting 2D character sprites into a 3D environment gives it a unique look. The models for some of the common enemies could have been more detailed (like the bandit).

How did the game's graphics affect it's functionality?

	1	2	3	4	5	
Worsened	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Improved

Please explain your rating.

Sometimes the 2D interactable notification above a 3D world seemed jarring (the white square).

## Conclusion

How likely would you be to play a longer version of Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very

How likely would you be to recommend Perpetua to a friend?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very

Is there something more you would like to add?

Whish I could have heard the soundtrack :)

Thank you for your time!

Google pole seda sisu loonud ega heaks kiitnud.

Google Vormid

# Perpetua Playtester Form

This form is intended for playtesters of Perpetua as part of a thesis titled "Perpetua - A Turn-based Role-Playing Game with Runes".

Please answer the questions below only after playing the game. Thank you!

## How often do you play video games?

- ☒ Almost every day
- ☐ One or more times per week
- ☐ Maybe a few times per month
- ☐ Never

## What types of games do you play?

- ☒ RPG
- ☒ Shooter
- ☒ Adventure
- ☒ Strategy
- ☐ MOBA
- ☐ Sports
- ☐ Racing
- ☐ Survival
- ☐ Horror
- ☐ None
- ☐ Muu: .....

Which RPG games do you play (if any)?

baldurs gate, stardew valley, wuthering waves, honkai star rail

## Overall Impressions

How much did you enjoy playing Perpetua?

Not at all      1      2      3      4      5      A lot

☐      ☐      ☐      ☒      ☐

What moments were your least/most favorite?

most favourite - gearing up, fighting. least favourite - figuring out where to go

How difficult was the gameplay?

Very Easy      1      2      3      4      5      Extremely difficult

☐      ☐      ☒      ☐      ☐

Please explain your rating

after having a better understanding of the game, it becomes fairly easy

Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

more interactions, world couldve been a bit smaller

### Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Which mechanics were your most/least favorite?

most favourite mechanic - skills

What could be improved? How?

being able to use consumables out of combat would make sense

## Balancing

Were there any moments during which the game seemed too easy? Please elaborate.

with proper gear the game was too easy

Were there any moments during which the game seemed too unforgiving? Please elaborate.

not being able to revive party members made the game seem too unforgiving



Were there any runes which seemed too powerful?

- ☐ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☐ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☒ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

.....

Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☒ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☒ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☒ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

liked the unique character skills

Is there anything that can be improved in terms of making the game more balanced? How?

## User Interface

How intuitive did you find the controls?

Very confusing      1      2      3      4      5      Very intuitive

☐      ☐      ☐      ☐      ☒

What was good/bad about the controls?

expected control mapping (shift to sprint, WASD to move)

Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Yes

What could be done to communicate the game's controls more effectively?

### Graphical User Interface

(menus and overlay)

Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

---

## Graphics And Aesthetics

Rate the game's overall appearance:

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Please explain your rating:

a bit too barren

---

How did the game's graphics affect it's functionality?

	1	2	3	4	5	
Worsened	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Improved

Please explain your rating.

good readability

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## Conclusion

How likely would you be to play a longer version of Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very

How likely would you be to recommend Perpetua to a friend?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very

Is there something more you would like to add?

fortnight bad minecraft good

Thank you for your time!

Google pole seda sisu loonud ega heaks kiitnud.

Google Vormid

# Perpetua Playtester Form

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Please answer the questions below only after playing the game. Thank you!

## How often do you play video games?

- ☐ Almost every day
- ☒ One or more times per week
- ☐ Maybe a few times per month
- ☐ Never

## What types of games do you play?

- ☐ RPG
- ☒ Shooter
- ☒ Adventure
- ☒ Strategy
- ☐ MOBA
- ☐ Sports
- ☒ Racing
- ☐ Survival
- ☐ Horror
- ☐ None
- ☐ Muu: .....

Which RPG games do you play (if any)?

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## Overall Impressions

How much did you enjoy playing Perpetua?

Not at all      1      2      3      4      5      A lot

☐      ☐      ☐      ☐      ☒      ☐

What moments were your least/most favorite?

---

How difficult was the gameplay?

Very Easy      1      2      3      4      5      Extremely difficult

☐      ☒      ☐      ☐      ☐      ☐

Please explain your rating

---

Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

---

### Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing



## Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

Which mechanics were your most/least favorite?

I liked the attacking mechanics, the menus left some things to be desired

What could be improved? How?

Allowing the usage of healing items outside of battle

## Balancing

Were there any moments during which the game seemed too easy? Please elaborate.

The first boss fight

Were there any moments during which the game seemed too unforgiving? Please elaborate.

Were there any runes which seemed too powerful?

- ☐ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☐ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☒ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

.....

Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☒ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☒ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

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Is there anything that can be improved in terms of making the game more balanced? How?

---

## User Interface

How intuitive did you find the controls?

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very intuitive

What was good/bad about the controls?

---

Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Yes

What could be done to communicate the game's controls more effectively?

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### Graphical User Interface

(menus and overlay)

Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

---

### Graphics And Aesthetics

Rate the game's overall appearance:

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

Please explain your rating:

---

How did the game's graphics affect it's functionality?

	1	2	3	4	5	
Worsened	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Improved

Please explain your rating.

---

### Conclusion

How likely would you be to play a longer version of Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very

How likely would you be to recommend Perpetua to a friend?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very

Is there something more you would like to add?

---

Thank you for your time!

Google pole seda sisu loonud ega heaks kiitnud.

Google Vormid

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- ☒ Adventure
- ☐ Strategy
- ☐ MOBA
- ☐ Sports
- ☒ Racing
- ☐ Survival
- ☐ Horror
- ☐ None
- ☐ Muu: \_\_\_\_\_



Which RPG games do you play (if any)?

Horizon Zero Dawn, Cyberpunk 2077

## Overall Impressions

How much did you enjoy playing Perpetua?

Not at all      1      2      3      4      5      A lot

☐      ☐      ☐      ☒      ☐

What moments were your least/most favorite?

Boss fight before entering temple was the best moment for me

How difficult was the gameplay?

Very Easy      1      2      3      4      5      Extremely difficult

☐      ☐      ☒      ☐      ☐

Please explain your rating

Everything except the boss enemy felt quite easy to deal with

Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

Overwhelmed by the snow, felt like there was too much white on my screen

### Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Which mechanics were your most/least favorite?

Turn based combat

What could be improved? How?

Visual indicators, so equipping armor also changes appearance, same with runes. Maybe different animations for skills, like different target indicator before using the skill, relating to what the skill does (defensive, offensive). Movement felt a little janky, could get stuck in objects quite easily, but overall felt good.

## Balancing

Were there any moments during which the game seemed too easy? Please elaborate.

All the non-boss enemies felt like i can spam attack and win the fight

Were there any moments during which the game seemed too unforgiving? Please elaborate.

health regen outside of combat, maybe should be regenning with save + wp option?

Were there any runes which seemed too powerful?

- ☐ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☐ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☒ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

.....

Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☒ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☒ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

Lots of missing the attacks, felt kind of rng-dependant, but this could be fixed with using skills more(as the player)

Is there anything that can be improved in terms of making the game more balanced? How?

Place where you can get healed permanently, so without using items

## User Interface

How intuitive did you find the controls?

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What was good/bad about the controls?

Not that many controls, did not like the layout-P for party, used rather ESC and choose party from there

Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Yes

What could be done to communicate the game's controls more effectively?

Controls page in settings menu(currently unnecessary as small amount of controls), or a keybind legend on the bottom of the screen somewhere, bottom left? where could see useful buttons

## Graphical User Interface

(menus and overlay)

Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

Debuff/buff explanations when hovering over with mouse, just like equipable item tooltips

## Graphics And Aesthetics

Rate the game's overall appearance:

Terrible      1      2      3      4      5      Amazing

☐      ☐      ☐      ☐      ☒

Please explain your rating:

Loved the shadows and the 2d in a 3d world feel, although shadows were a bit blocky at times

How did the game's graphics affect it's functionality?

Worsened      1      2      3      4      5      Improved

☐      ☐      ☒      ☐      ☐

Please explain your rating.

Could see into houses when going behind them, since camera moved into the house

## Conclusion



How likely would you be to play a longer version of Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very

How likely would you be to recommend Perpetua to a friend?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Very

Is there something more you would like to add?

graphics are very nice and definitely satisfying, party following the MC also great. Would like to see dead enemies dropping on the floor, maybe blood flying out of them

Thank you for your time!

Google pole seda sisu loonud ega heaks kiitnud.

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# Perpetua Playtester Form

This form is intended for playtesters of Perpetua as part of a thesis titled "Perpetua - A Turn-based Role-Playing Game with Runes".

Please answer the questions below only after playing the game. Thank you!

## How often do you play video games?

- ☐ Almost every day
- ☐ One or more times per week
- ☒ Maybe a few times per month
- ☐ Never

## What types of games do you play?

- ☐ RPG
- ☒ Shooter
- ☐ Adventure
- ☐ Strategy
- ☐ MOBA
- ☐ Sports
- ☒ Racing
- ☐ Survival
- ☐ Horror
- ☐ None
- ☐ Muu: \_\_\_\_\_

Which RPG games do you play (if any)?

.....

## Overall Impressions

How much did you enjoy playing Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	A lot

What moments were your least/most favorite?

Fighting strategy

.....

How difficult was the gameplay?

	1	2	3	4	5	
Very Easy	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Extremely difficult

Please explain your rating

The main quest was not a difficult task

.....

Rate your experience of exploring the game's scenes:

	1	2	3	4	5	
Very Boring	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fun and Engaging

What could be done to improve the game's level/scene design?

More props and npc's

### Mechanics

Please rate the following game mechanics. How did they affect your gameplay experience?

Moving around

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Equipping weapons and armor

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Equipping runes

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Amazing

## Attacking/Guarding

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Performing skills

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Using consumables

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Fleeing

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	Amazing

## Looting chests

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

## Objectives

	1	2	3	4	5	
Terrible	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Amazing

Which mechanics were your most/least favorite?

Free roaming around village

What could be improved? How?

Adding more NPC's and props to the village, adding quest and terrains

## Balancing

Were there any moments during which the game seemed too easy? Please elaborate.

When I found out that i had already done a piece of quest before starting it

Were there any moments during which the game seemed too unforgiving? Please elaborate.

No

Were there any runes which seemed too powerful?

- ☐ Attack Buff Rune
- ☐ Defense Buff Rune
- ☐ Blinding Rune
- ☐ Extra Turn Rune
- ☐ Poison Rune
- ☐ Slowing Rune
- ☐ Stunning Rune
- ☒ None

If there were any, then could you describe how combat encounters with the selected item(s) went?

.....

Which enemies were too powerful?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☐ Monarch of Blissful Dreams (Final Boss)
- ☒ None

Which enemies did you enjoy fighting the most?

- ☐ Bandits
- ☐ Wolf
- ☐ Necromancer
- ☐ Mad Man
- ☐ Woodcutter
- ☒ Monarch of Blissful Dreams (Final Boss)
- ☐ None

What did you like or dislike about the game's battles?

Strategy of fighting

Is there anything that can be improved in terms of making the game more balanced? How?

Making fights more difficult

## User Interface

How intuitive did you find the controls?

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very intuitive



What was good/bad about the controls?

The tutorial how to use controls

Did the game communicate the controls well?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Yes

What could be done to communicate the game's controls more effectively?

When saving gameplay there should be hint to press the right button

### Graphical User Interface

(menus and overlay)

Rate the game's graphical user interface in terms of usability:

	1	2	3	4	5	
Unusable	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very efficient

Rate the game's graphical user interface in terms of readability and comprehension:

	1	2	3	4	5	
Very confusing	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Very intuitive

What could be done to improve the graphical user interface?

Im some areas characters were not seen behind buildings

## Graphics And Aesthetics

Rate the game's overall appearance:

Terrible      1      2      3      4      5      Amazing

☐      ☐      ☐      ☒      ☐

Please explain your rating:

It was enjoyable

How did the game's graphics affect it's functionality?

Worsened      1      2      3      4      5      Improved

☐      ☐      ☐      ☐      ☒

Please explain your rating.

Graphics were simple and easy to understand which improved the gameplay

## Conclusion

How likely would you be to play a longer version of Perpetua?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very

How likely would you be to recommend Perpetua to a friend?

	1	2	3	4	5	
Not at all	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	Very

Is there something more you would like to add?

Good job!

Thank you for your time!

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