

Questions:

1. What was the first ending you got?
2. Were you able to rescue Jampy?
3. Were the paths that lead to death interesting enough to get you to replay?
4. How satisfying (or unsatisfying) was the ending?
5. Was there too much text? (If so, are there any particular sections that you can remember where this was the case?)
6. What is your opinion on the narrative (eg. Too confusing, too rushed, not compelling)? Any points of possible improvements appreciated!

Many of the players thought the narrative was compelling but the ending rushed. They did not think Elder Price's character was developed enough. They wanted to see more of Cerberduckie outside its role as a deus ex machina, and they said that Dev L. as a character was a complete mystery. There is a lot of background information the player needed to get through in order to really understand the story, so I tried to leave easter eggs in the endings that had resulted in death. Players complained that some of these easter eggs never came to fruition (such as in the case where after being eaten the demon throws up because it has an adverse reaction to positivity). I ended up taking superfluous things like this (such as the plot point regarding "coloure") out. There were several sections with too much text, so I cut it down and split up large chunks. Due to time constraints, one person was unable to rescue Jampy. People liked it enough to replay so that they could get to the most satisfying ending, but not enough to go back and find information regarding Elder Price's motivations. About half of the players said they would share this game with a friend, and the other half did not think this game was ready to be shared with a friend.

Players noted that there was a bug in the game, regarding two areas in the story affected by my inability to implement the "if visited" function in Twine. I tried to fix this but was unsuccessful as the answer was not in Twine's wiki page nor anywhere obvious in google.