

10/10/2026 Playtest

PLEASE READ THIS BEFORE PLAYING :)

There are 12 levels total. Ideally I would like for you to complete all of the current stages, but just play as much as you want. Just put how far you made it in the section below.

You can download the files from Dropbox:

should be v0.1.2

https://www.dropbox.com/scl/fi/mab6opvrhbm05igw88z6w/VioletRush_10-10-2026_Playtest_2.zip?rlkey=kge2v8nd1lio8bvsku9i3lc52&st=41w5hr6r&dl=0

About this playtest

This is my first real test for the upgrades. I've done some initial balancing just with what I think would work, but I need feedback to better understand what works well and what needs adjusting.

There are currently **36** cards.
You can view them all in the general shops draw pool.

Bugs and known issues

If you get stuck for any reason in the game because of a bug, you can press backspace to return to the menu so you don't have to close and reopen it.

If you find any bugs you can post it the playtest chat. Please keep suggestions to here.

Right now a shop will close if there aren't enough cards to display just because I don't have enough cards in general. I haven't had enough time to fix this, but I don't think you are super likely to run into it.

Feel free to answer as many or as few questions as you want.

* Indicates required question

1. Please give me a name or username just so I know who you are if you test it again *
in the future.

First Impressions and controls

2. What was the first thing you did when you opened the game?

3. How did the default audio levels feel?

Mark only one oval.

- ☐ Too quiet
- ☐ About right
- ☐ Too loud

4. Was anything about the controls confusing or difficult to use?

5. Did you primarily use the keyboard or mouse input to navigate menus?

Mark only one oval.

☐ Keyboard

☐ Mouse

☐ Both

6. Was there anything that you expected to work that didn't?

Tutorial

If you didn't play the tutorial, then just put no and skip to the next section

7. Did you play the tutorial?

Mark only one oval.

☐ Yes

☐ No

8. How well do you feel the tutorial prepared you for the game?

Mark only one oval.

1 2 3 4 5

not : ☐ ☐ ☐ ☐ ☐ very well

9. Was anything unclear after completing the tutorial?

Run Modifiers

10. How clear was the purpose of the run modifiers before starting your first run?

Mark only one oval.

1 2 3 4 5

I wa ☐ ☐ ☐ ☐ ☐ very clear

11. How clear was the effect of each modifier?

Mark only one oval.

1 2 3 4 5

I wa ☐ ☐ ☐ ☐ ☐ very clear

12. What influenced which modifiers you selected?

Check all that apply.

- ☐ I felt like i needed more currency to afford upgrades
- ☐ I felt like i needed rerolls to get useful shop upgrades
- ☐ I felt like I needed extra healing to survive
- ☐ I wanted more control over which routes I could take
- ☐ I wanted to make the game easier
- ☐ I wanted to experiment with different modifiers
- ☐ I wasn't sure which modifiers would be useful
- ☐ I wanted to make the game more challenging
- ☐ I wanted to maximize my score
- ☐ I felt like certain modifiers would help me build towards a specific playstyle
- ☐ Other: _____

13. Where there any modifiers that you preferred or avoided?

World map routes

14. How interesting were the choices between routes?

Mark only one oval.

1 2 3 4 5

not ☐ ☐ ☐ ☐ ☐ very interesting

15. Was there anything about the routes that was confusing?

16. Where there any routes that you consistently avoided or preferred?

17. What influenced your route choices?

Check all that apply.

- ☐ How much money I had
- ☐ How many rerolls I had
- ☐ How much health I had
- ☐ Which upgrades I already owned
- ☐ Which upgrades I wanted to get
- ☐ How far I was in the run
- ☐ I wanted to experiement
- ☐ I felt that there was always a best option
- ☐ I wasn't sure which route would be the most useful
- ☐ I just had routes that I preferred In general
- ☐ Other: _____

18. Did you you feel like your run was significantly controlled by which route choices you had?

Mark only one oval.

	1	2	3	4	5	
not	☐	☐	☐	☐	☐	Very much

Difficulty and progression

19. How far did you make it on your first playthrough? *

20. How far did you make it in general? *

21. How difficult did the first stage feel?

Mark only one oval.

	1	2	3	4	5	
Too	☐	☐	☐	☐	☐	Too difficult

22. How did the difficulty change as you progressed?

Mark only one oval.

☐ Too slowly

☐ About right

☐ Too quickly

23. What did you think of the stage structure?

3 levels sharing a song and then a longer boss level with a new song and mechanic.

Check all that apply.

- ☐ I enjoyed playing multiple levels with the same song
- ☐ I found hearing the same song repeatedly too repetetive
- ☐ I liked having a different song for each boss level
- ☐ I like that boss levels introduced new mechanics
- ☐ I wanted boss levels to introduce more mechanics
- ☐ I thought the boss levels were too easy
- ☐ I thought the boss levels were too hard
- ☐ I thought regular levels were too long
- ☐ I thought regular levels were too short
- ☐ I liked the longer boss levels.
- ☐ I liked the overall stage structure
- ☐ I thought there were too many regular levels in a stage
- ☐ Other: _____

24. Which of the following best describes your experience with upgrades as the difficulty increased?

Check all that apply.

- ☐ I felt like I couldn't get enough currency to purchase enough upgrades
- ☐ I felt like I had more currency than I knew what to do with
- ☐ I felt like it heavily depended on which cards I chose that gave me extra currency
- ☐ I felt like as long as I chose specific cards or combinations I would keep up
- ☐ I felt like no matter which upgrades I chose I was still struggling
- ☐ I felt like my upgrades made the game too easy
- ☐ Other: _____

Upgrades

25. How fun did you find the upgrade system overall?

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Not	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	Very fun

26. How much control did you feel like you had over your build?

Mark only one oval.

	1	2	3	4	5	
Not	☐	☐	☐	☐	☐	I felt like I had a lot of control

27. Was there anything about the upgrades that was confusing?

28. Did you feel encouraged to experiment with different upgrades

Mark only one oval.

☐ Yes

☐ Sometimes

☐ No

☐ Other:

29. Were there any upgrades or combinations you enjoyed?

30. Were there situations in which none of the upgrades felt useful

Mark only one oval.

☐ Yes

☐ Sometimes

☐ No

☐ Other:

31. Were there any upgrades you always wanted?

32. Any other feedback?

Currency

33. How did the amount of currency you earned feel?

Check all that apply.

☐ Too little

☐ About right

☐ Too much

☐ It felt like it depended on which run modifiers I chose

☐ Other: _____

34. Did you ever have more currency than you knew what to do with?

Mark only one oval.

☐ Yes

☐ No

Ability

35. How useful did your ability feel

Mark only one oval.

1 2 3 4 5

not ' ☐ ☐ ☐ ☐ ☐ very useful / too strong

36. When your ability was fully charged what would you do?

Check all that apply.

- ☐ Immediately use it
- ☐ Hold it until a challenge/obstacle section
- ☐ Hold it for a difficult arrow section
- ☐ It varied
- ☐ Other: _____

37. Did you ever feel discouraged from holding your ability?

Mark only one oval.

- ☐ No
- ☐ Yes
- ☐ It depended on which upgrades I chose

Ending

38. Overall how much did you enjoy playing the game

Mark only one oval.

1	2	3	4	5	6	7	8	9	10
☐	☐	☐	☐	☐	☐	☐	☐	☐	☐

39. What was your favorite part of the game?

40. What was your least favorite or most frustrating part of the game?

41. Would you want to play the game again in its current state?

Mark only one oval.

☐ Yes

☐ No

☐ Other:

42. Do you have any suggestions?

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