



Testing by Make\_it\_MagiK on the 12.06.2020

## ◆ Overall

I have really enjoyed your game. The story is interesting and the characters are well displayed and not dull. I am of the opinion that graphics play a relevant point for games, and your graphics are amazing. I loved every bit of them: from the mapping to the characters to the very detailed Menu. Regarding the gameplay part, Escalia is a game which one could spend hours playing it, without noticing. I wasn't a bit bored while playing it. It may sound as if I am just flattering you, since everything I said about Escalia is positive, but honestly I can't do anything else as just clap my hands and say: "Well done, Jenbo!" :)

## ◆ Typos

- > It says "Seyer" instead of "Seyfer" when talking with the innkeeper about Eresia.
- > Is it "Aldyne" or "Alyne" forest? Because Yuri tells us it's Alyne Forest, while the last map before going to the forest entrance it's called Aldyne Forest.

## ◆ Minor bugs

- > Mission "To the rescue"" is still not completed (green colored) even if Maskas has been rescued (after Eresia's been defeated).
- > After Eresia's defeat, when you talk to the man in the inn, there is "Fayhe happy" written on the message window (where there is normally the face image).
- > Interacting with the little mouse in the abandoned church makes some glitter appear behind one of the banks... Is it a bug, or it should happen?
- > After the fight with the silent crows, the red screen tint of the fire goes away. Honestly, I am not sure if it's a bug though, since the fire was put out. Still it looked strange that the tint changed suddenly. Maybe if the tint from red fades out to normal it would look nicer.
- > You can walk on the plant near the inn (passability issue) and there is a tiny mapping mistake in the last map before the forest entrance.



## ◆ Suggestions

- > Adding animated shadows (maybe in clouds form) to the village map could make it seem more real and improve its beauty.
- > Maybe you could find a method to make doors close again.
- > Even if I defeated Eresia she was still standing as if she was "alive", maybe making her "disappear into the ground" would be better, so that the player understands she's KO (the first time it happened I thought she was still alive, so I focused my attacks on her).
- > A local switch would add a nice touch to the message system, in order to not read all dialogue again, or maybe a skip text option (for example, if I talk to the blond guard again by mistake I don't have to read the dialogue all over).
- > Maybe if you put the gossip topics (while talking to the innkeeper) in a cycle would work better so that you don't have to interact with him for choosing another topic.

## ◆ What I liked the most

- > I really appreciated that enemies were visible. I HATE it when in other games they are invisible and battles start ALL OF A SUDDEN!
- > The battle with Eresia has taken soooo much time (I am sure it took even more than 30 minutes)! Still I really enjoyed it! It was like an injection of adrenaline lol XD. At the beginning I didn't understand Seyfer had to take her "mutation" away, so I couldn't damage her! I was so frustrated! But then I understood and I really liked the mechanism and the idea behind it. Nice battle system in general. Well done. Besides enemies weren't that hard to defeat. Thank you very much for that. Otherwise I would have given up from the start lol XD.
- > I LOVE THE MENU! Especially the nice detail of their change of expression when selected! At the end of the day details make the difference. And I think your game has a lot of nice details: like the Codex for example (well explained and even with pictures), or the icons telling you what you can do when interacting.
- > Nice touch are also the characters busts coming in and out, while the not talking one becomes darker. I LOVED that! (I don't mean to be rude, but I really want to ask you: how did you that? Did you use some kind of script? I would love to use it for my game as well!)
- > The intro to the game, which serves as backstory too, was very immersive. I was really focused. The animations you used were amazing, especially the ones in the last battle between Caelmor and the previous heroes.
- > Last but not least is the title screen. Simple but effective. Deep music and the scrolling map is a very nice and original idea!

I hope my testing review will help you!

Best of luck for the development! Continue with the nice job!

~ MagiK