

INDIE DEV PLAYTESTING

Game Playtester: Clear, Honest Feedback with Video Proof

Spot blindspots. Help first-time players stay.

Oct 2026 Portfolio · Live screen capture + timecoded notes

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Full gameplay capture · Unedited
raw proof



I help indie devs see their game like a real player

- Gamer who plays, records, and writes simple, useful notes
- 14 indie games tested in Oct 2026 alone
- Every test comes with a gameplay video you can review with commentary

How I test a game

1. Play like a new player, with no outside help
2. Record the whole session with commentary
3. Write numbered notes: the problem, then a fix idea
4. Reply to dev questions and re-test new builds

What devs get from me

01

Exact moments where players get lost, bored, or quit

02

Bug reports with steps, plus video

03

Ideas that are easy to build

04

Honest scores and what players enjoy

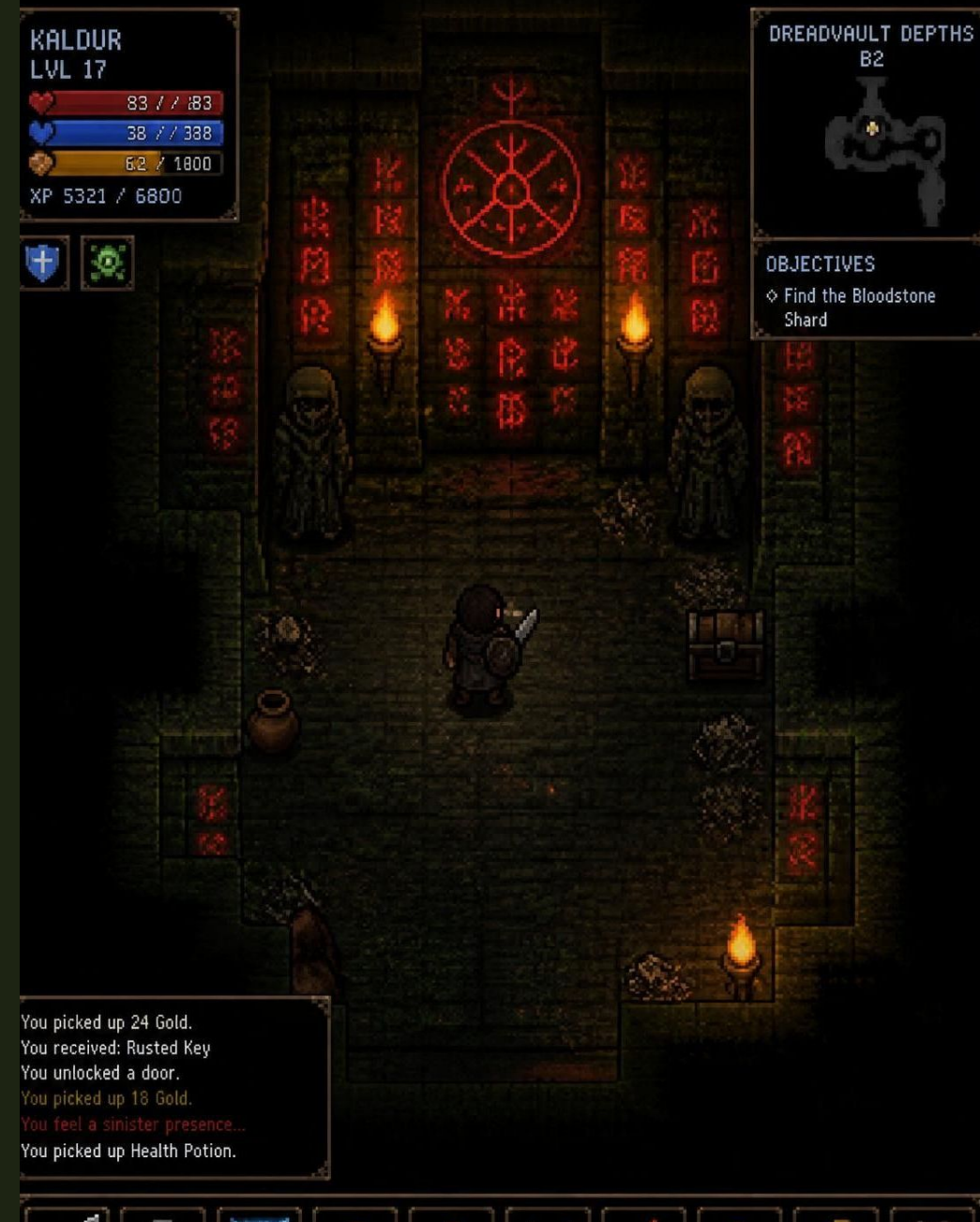
Dreadmark: ten notes, most fixed in the next build

Dev asked: when did I first want to quit?

- Story skipped by an accidental click; F11 broken and mouse stuck in game
- Fullscreen crashed twice; no auto max resolution; tiny shop prices
- 30-50 FPS stutter; no tutorial; right-click bought boots with no confirmation
- Could run past the boss

youtu.be/OI2ErJDLcE8

Result: borderless fullscreen, F11, mouse release, two-press intro skip, price tooltips, sell-back, guided start. Re-test: boss dies in two hits, resolution bug.



Dreadmark · Action Roguelite

Keepfall: my report led to a "How to Play" guide

Dev asked: how do tutorial and multiplayer feel?

- 10-30 FPS swings, worst during destruction (GTX 1650 laptop)
- Build-a-weapon steps and spell charge unexplained; objectives order confusing
- Stuck with few gems; catapult and trebuchet hard to aim
- Multiplayer goal unclear, but fun with great graphics

Result: dev added a "How to Play" slideshow and is making the tutorial easier; performance still under investigation.



Silk Surge: a respawn trap and a blocked view

Found: Fallen Spire respawns me onto a moving platform; the controls panel hides obstacles and the finish line; swing orbs appear off-screen.

- Loved it, great for kids
- Ideas: move the respawn back, toggle the panel, add zoom or a map

youtu.be/OuLo7ss6aTA

RESULT

Logged as regression cases

The dev logged these as concrete cases for regression testing and camera and UI work.

Beachside Tactics Alpha V2: good graphics, smooth play

- Ideas: click-to-complete dialogue skip; pop-up hints such as a Journal Guy trade
- Fishing mechanic feels unoriginal; needs more content
- Bait warning for the starter rod (I lost my first \$200)
- Swimming bug: character floats

youtu.be/bkH3K_UlirE

RESULT

Skippable dialogue added

The dev added skippable dialogue after my notes.

Rogue Tempo: difficulty in between, some confusing controls

- Difficulty felt in between; instructions were clear
- Got stuck dragging a passive ability to slot 2 for about 5 minutes
- Unsure what Continue does; waiting for music to attack felt idle
- Left analog stick purpose unclear; graphics okay

RESULT

Slots and Continue to get more intuitive

The dev will make slots and Continue more intuitive. No video link yet.

EdNoKa: fun mini-games and quizzes for kids

- Asked for WASD controls and a camera that follows the character in the clouds game
- A question stayed on screen; a wrong flag answer

youtu.be/E-aOIO_wqb4

RESULT

Fixes shipped, camera noted

Dev fixed both bugs and noted the camera for the next update. Arrows kept: the game is for ages 8-11.

The Duke of Werlington: lost in the dark

- Dialogue box locks movement until E is pressed
- Little guidance to the Duke's house
- A light-source block with no hint; 10 minutes hunting for the lighter
- Demo took 30 minutes; screen not full

Ideas: auto-fade dialogue, objective markers, environmental cues.

youtu.be/t6M06P2EYuo

DEMO

Alpha Demo

Lots of good ideas for guidance and cues, from one long first session.

Echo Dominion: tactical turns that reward thinking

- Easy to pick up after two lost runs; tutorial unclear
- Unit roles clear after a run or two; AI better than expected
- The loop gets repetitive; the map has lots of empty black space
- Menu feels cluttered

youtu.be/o8PMF5nJLI0

PLAYTEST

Strong tactics, thin loop

Rewarding turns and better-than-expected AI; the loop needs more variety.

Despiry: hard, fun, and a clear tutorial

- Tutorial short and clear; I loved the first run
- Wanted a hint on how to start the next run
- Too many enemies chasing; suggested an enemy cap and faster relics

youtu.be/OfekJJiJoYM

RESULT

Run-start tip and clearer goals

Dev will add a game tip on which station starts a run, clarified that entropy is not a goal, and agreed zone 10 comes around run 6.

Space Dash: loved the aiming, struggled with controls

- Played to level 15; loved slow-mo aiming and collecting moons and stars
- Blurry visuals; tiring click-on-ship controls; erratic ship
- Confusing bomb timers; no end screen

Dev reply: menus and levels up to 25 were hidden; I was called the best tester. I suggested clearer menu flow.

youtu.be/wiuYTj0XNGw



Stack & Sigil: clean and easy to learn

- Clean UI; easy to learn
- Siege vs Timed unclear; block picking felt unexpected
- Loop repetitive after a high score; music not working
- Well made, but for fans of endless score games

PLAYTEST

Well made for score fans

No video link for this one.

Wasteland: great audio and map, rough controls

- 15 FPS on a GTX 1650; no tutorial for building a vehicle
- Backward seat flips the camera; egg handling confusing
- Plant splatter blocks view; vehicles cannot climb hills
- Invisible terrain bug; no vehicle health bar or crosshair

youtu.be/X16NeB-86lQ



Chromacube: deep loop needed, performance is the blocker

- Repetitive mine-refine loop needs depth
- FPS drops to 5-15 when shooting, even on low (25+ with shovel)
- No menu music; HP bar hard to read, add an HP label
- Top tabs too small; random camera and cursor snap for about a second

youtu.be/71eZNtReWAU



FEEDBACK PHILOSOPHY

Honest, kind, and useful

I say what I loved first, so devs know what to keep

I explain why I wanted to quit, not just that I did

One dev said I was the best person who tested their game

GET IN TOUCH

Let's test your game

Whether you're gearing up for Steam Next Fest or need fresh eyes on a vertical slice, let's make your player experience frictionless.

Open to paid playtests across PC and SteamDeck builds, with timestamped notes and raw video provided for every submission.

Fast turnarounds · Thorough reports · Respectful communication

DIRECT CONTACT

DISCORD



Fastest response for build keys and quick triage questions.

EMAIL

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Send demo links, Steam build invites, or project briefs.

WHAT YOU RECEIVE

Raw 1080p Gameplay Video + Commentary + Actionable Bullet Report