

Testing report from Make it MagiK

What I really liked:

- Customization of the save menu: it's simple but adorable!
- Art is very cute
- Dumpling is a cinnamon roll... ADORABLE! He likes cats like meeee!!!
MagiK plays the second playthrough Ummm... On second thoughts... I think he's creepy... Why dumpling though... WHYYYYYY????!! ToT
- The titlemenu changes... nice touch!
- The minigames!!! All of them!
- The music was well fitted in all occasions!

What could be improved:

- In Milk's mansion: I don't think that picture fits the cute and simple style of your art. It clashes a bit, if you know what I mean.
- Escaping from Dumpling would have been much easier if the jump button would have been "A". "A" is closer to shift, so you can jump while you're also running. It's just my opinion though.
- It would be better if you make a HP bar for Chili's life, so that the player can see which attack is the most powerful and when Chili's nearly dying.
- Maybe you should write on your gamepage, that the game contains blasphemy. People like me don't really like to read what Tomato in the second playthrough said. Speaking of which, you're of course free to not change that, but then I would like that you don't put my name in the credits. I don't mean to be rude, so don't take it personally, I just don't like those things. I can tolerate strong language with swears, but not blasphemy.

Minigames:

- Labyrinth: Good idea! I like it! By the looks of it could seem easy, but it definitely ISN'T! I died several times! XD
- Candies: It was kind of fast near the end, but still enjoyable! I lost unfortunately...
- Cooking: That was also a good idea, but like Chili's fight, It would be good to have a bar showing how much time is left.

Bugs:

- After choosing a music from "nemi" in the bonus room 1, the image of the chosen music title still remains.
- After talking with everyone in the bonus room, and you start playing the game again, there is a bug after talking with the group of guys at the fire. The screen just stays black.
- In the second playthrough after talking to butter you can go out of her house but then can't go in anymore.

Language:

Please note that I am not a native English speaker myself, so it may be that the correction I recommend you is wrong.

Intro:

Sissy: I don't know how long **have** I've been walking for, [...]

After "food town" plaque:

Sissy: It's already **a** morning.

With Dumpling:

Sissy: [...], and I can **come** back home earlier. (go)

By the cow:

Dumpling: Maybe she's just **affraid** of strangers.

At Butter's home:

Butter: Who's **that**? (this)

Sissy: But why **you don't** have any cooks in town? (don't you)

Bread: But we've only been a couple for a few years. -> But we've been a couple for only a few years.

Before Candy:

Dumpling: Now let's go **to** meet Candy.

With Candy:

Candy: You are able to **create** sweets? (make/bake)

Dumpling: Even **if**, they won't stay for long if you... (Even so)

Vegetables district:

Sissy: This town really seems like **it's from** some cartoon. -> This town really seems like it came out of some cartoon/of a cartoon.

With Tomato:

Tomato: Well, tomato sauce is my **specialty**. (speciality)

Tomato: Yeah, if you want, you can come to practise anytime. (practice)

Sissy: Our ... game... didn't have anything **in common** with making sauce. (to do)

Sissy: Aren't they just **a** normal people?

Tomato: Glad you **like** it. (liked)

With Strawberry and Grape:

Dumpling: That one in the evening, now I'm introducing her **to others**. (to the others: it makes it sound more personal. That they know those people too.)

Sissy: How did that happen? When did I become their help? -> [...] When did I become their helper/worker?

Dairy district:

Dumpling: It's Milk's house. Let's **come** inside. (go)

Sissy: Well... People who say that they are **a** food are a little out of line.

Milk: I'm different **form** townspeople. (from)

Milk: [...] and the same was **true** for the founders. (or: and the founders felt the same.)

Legend:

- The words marked in red are the wrong ones.
- If there is something written in brackets at the end of the sentence, then the red marked word should be replaced with what stays in the brackets. If not, then you just have to delete the words marked in red.
- Sometimes I rewrite the whole sentence.

Seasonings district:

Sissy: Someone musts really like them. (must)

Cinnamon: Eh you are as always so insensitive. (you are as insensitive as always.)

Cinnamon: Isn't it? He broke my heart! (right?)

Cinnamon: Don't break my reputation! (ruin)

Dumpling: I will come back in the minute. -> I will come out in a minute.

Sissy: But I should wait with it for Dumpling... (what do you mean with "with it"? I think it would be better to leave that out.)

Sissy: But I don't really want to come back... (go)

With Chili:

Sissy: [...] and then he will give some food. (give me some food)

SECOND PLAYTHROUGH:

With Dumpling:

Dumpling: The rest is going to be really happy about it... (are)

Locked in:

Sissy: Great, they must be some bunch of madmen! (a)

Sissy: Really, I just want to come back home, [...] (go)

Sissy: [...] I won't tell anything anyone! (anything to anyone)

Sissy: [...] I'm sure everything would change. (would have changed.)

Creepy candy district:

Sissy: Hope that Dumpling won't catch me... (I hope)

Sissy: ... This town is full of some psychos. (Better leave out the "some", otherwise it would seem that there are also people living there who aren't psycho.)

Sissy: I'm sure that police [...] (that the police)

Sissy: I must come back and fix [...] (go back)

Sissy: Well, I had some my ups and downs. (Either you leave out the "some", or the "my": I had some ups and downs or I had my ups and downs.)

Creepy Strawberry and Grape:

Sissy: I'm just coming back home. (going back)

Sissy: I don't really know how should I react... (how I should react)

Cemetery:

Sissy: Uh there is so many of those worms. (are)

Sissy: I though that I will die for real! (thought, I would have died)

After cooking minigame:

Woman: What is this wrong with you?!

Chef: I helping you when I'm in good mood. (I'm helping you when I'm in a good mood.)

In the rules of Cinnamon's minigame:

If you see Cinnamon comming...

After Cinnamon's game:

Sissy: [...] that they think this place can erase their all problems. (all their problems.)

After Chili's defeat:

go, go, wander **through forest** without **any care** about blood dripping from your cheeks.
(through the forest, caring)

In the second bonus room:

Sissy talking to Kyrie: The ones who needs [...]

All in all:

I really liked the game! All the characters and dialogues were well made, and the minigames in between helped not letting the game become boring. It would be cool if you made a kind of sequel, where it's better explained who Rose is and why Sissy can't get out of that city. This being said, I hope my report is useful and helpful to you and I am excited to see another game from you! I would like to test that too then!