

IGME 235 – Project 3 Feedback Notes:

Your Name: Dan

Give and receive feedback to/from at least 5 people (use the guide to the right as you critique):

Who you gave feedback to:

1. Hunter
2. Conor
3. DJ
4. Caleb
5. Simon
6. Others:

For all of these questions, consider the *current* state of the game* and the *intended* state of the game. Discuss what it is supposed to do with the developers and give feedback on that, too.

- How useful/entertaining is it?
- Is it easy to use/figure out how to play?
- Is the visual design pleasing? (C.R.A.P.)
- Is the interface sensible/well-labeled?
- Is sound used to enhance the game?
- Does the game stand out in some way?
- Anything else that might help improve the game?

* game or interactive media experience, hereafter, game.

A summary of the feedback you received:

1. Feedback from Luke
Summary:
maybe section at start w/ easy jumps.
cracks D and S shoot.
2. Feedback from Caleb
Summary:
Art tutorial level (A lot of polish)
Parallax
3. Feedback from Conor
Summary:
maybe warning for gap? Prob not
shift background color / visual indicator for change of level
(ex. day-night)
4. Feedback from Hunter
Summary:
controls? cracks in the wall
5. Feedback from ~~Simon~~ DJ
Summary:
maybe if you unduck while under you don't die
wider screen
6. Other Feedback: