**Body Builders Playtest Questionnaire**

1. **Were the Mechanics easy to understand? (Circle one)**  Yes/No

Comments:

Having a sign to find out how to play. Did not know the keys to use different player mechanics.

1. **How does the attach/detach feel?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

It works.

1. **How well does the attach/detach work?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

Had no choice whether player wanted to attach or not.

1. **How does the Movement of the Player Character feel?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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Comments:

Movement feels buggy. He could manipulate the walls in order to jump higher.

1. **How does the jumping feel?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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Comments:

Just a bit too strong.

1. **How does the camera movement feel?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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Comments:

Fluid

1. **Mark on the scale what you thought about the level of zoom**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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Comments:

At times he could see well, at other times it did not. The very first place in stage 1, he moved higher up rather than down.

1. **How well was the level laid out? Did you know what you had to do?**

No, he had to be told what to do. He liked the fact he had to think for himself.

1. **How would you rate your overall experience?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
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Comments:

It made him laugh, loves games that makes him laugh.

1. **Anything that you would improve?**

Have a story and a knowing goal.

1. **Animation/Art Feedback**

Art: He liked it, likes the theme of it.

Animation: **A bit fast**, need more animations, such as idle and taunts.

1. **How was the Spider Climb Attachment?**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1  Absolute Garbage | 2 | 3 | 4 | 5  It’s Alright | 6 | 7 | 8 | 9 | 10  Pretty  Damn Good |

Comments:

The head was hard to control. The magnitude of the jump was not enough, could die a lot.