**Body Builders Playtest Questionnaire**

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

Comments:

Pressed space for jump but was different action.

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:

Was pretty fun mechanic of jumping and detaching into something else.

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:

Worked pretty well and was easy to attach to the body parts.

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

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

Comments:

Character moved too fast and you couldn’t really slow down to do the puzzles.

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

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

Comments:

Jump works and high enough.

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

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

Comments:

Works well, tracks the player well.

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

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

Comments:

Wanted to see more, was scared of what was coming up and need to plan.

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

Level was laid out well, knew what to do.

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

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

Comments:

Fun game.

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

Movement.

1. **Animation/Art Feedback**

Art: Looks nice, likes the shading and can tell where the holes are. Has good design. Likes version 2 more, likes the rust design.

Animation: Looks smooth, runs smoothly, simple.

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:

Really good idea, changes up the game and keeps it interested.