**Body Builders Playtest Questionnaire**

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

Comments:

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

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

Comments:

It feels a tad instant, I assume that will be fixed when animations will be added.

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:

Perhaps having the choice to attach, I accidentally kept re-attaching when I didn’t mean to.

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

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

Comments:

It’s a bit too fast and jumps kind of unexpectedly high. Also the boxes seemed to not feel like boxes due to the speed at which I could push them.

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:

It feels a tad much, maybe a double jump????

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:

I think it was good, maybe I’d prefer it zoomed out a tad, I was sometimes worried where I was falling.

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:

As above

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

I think it was well laid out it had an obvious direction and was easy to navigate. Perhaps integrating some sort of tutorial with speech of words to tell the player what each button does, as I felt that was what I needed explained the most.

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

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

Comments:

Not generally my genre of game, but I enjoyed playing it. I would play again, and would probably try to 100% instead of ditching it.

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

What I expect you’re going to change such as the environment, animations, and art. I also would like the boxes/crates to feel heavier, it kind of scares me how quick they move, and how little friction it has.

1. **Animation/Art Feedback**

Animation: It looks good, perhaps I would prefer a tad more extraness in the movements to give the character a bit more feeling.

Art: I like the art style, especially the consistency, however I may prefer a tad more realism for my taste, not much though. Of the two colour variants I prefer the brown one as it has more character and has a more unique feel, but the grey one seems to fit the character more so.

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

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

Comments:

It was fun, it really was, but… It sometimes was a tad difficult to control, but that’s cause I suck at games :P I would ask you to keep it in the game.