**Body Builders Playtest Questionnaire**

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

Comments:

Yes the mechanics were easy to understand.

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:

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:

I think it works pretty well since it’s pretty new to me and it works pretty well.

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:

The normal movement was cool. He jumps pretty high though. For the part where he sticks to the wall he’s pretty slow. I mean it makes sense but the difference with the normal speed was kind of surprising.

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

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

Comments:

Very high though.

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:

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

|  |  |  |  |  |  |  |  |  |  |
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Comments:

It’s nice I can see everything.

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

It was pretty good. Although on some part I did get confused as to where I was supposed to go. Mostly when he was sticky. It looked like I could go anywhere.

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:

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

no

1. **Animation/Art Feedback**

Animation: the animation is good, but he feels like he’s going back and forth a little.

Art: simple artstyle, great for the game.

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:

I wasn’t too sure if I could stay sticky on the wall if I don’t press the button while still up there? I didn’t think I could.