**Body Builders Playtest Questionnaire**

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

Comments:

The only thing that was not clear is the results of the buttons.

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:

Pretty good

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:

Works exactly how it is supposed to.

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:

Didn’t feel in control of it and character felt like he was sliding.

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:

Very floaty.

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:

Pretty good.

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:

Saw what he needed to.

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

Knew what to do, could easily tell where to go.

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

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

Good prototype, mechanics are there. Player interaction and feedback is needed.

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

Some of the physic on the boxes are strange. One of the boxes went straight through a wall.

1. **Animation/Art Feedback**

Animation: Good, step up from the player in the test.

Art: Good, in line with what he saw in the test, matches the character. Like version one, more clearer.

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:

Controls exactly like he thought it would. Hiccups on the jumping.