**Body Builders Playtest Questionnaire**

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

Comments:

Yes. Initially I wanted to press space to jump but I got used to it reasonably quickly

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:

Nice and snappy

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:

Pretty much perfect

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:

Works how I’d expect, no surprises

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 for head, torso, legs makes sense and feels correct for each body part

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:

It must be good because I didn’t notice it.

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:

I think it’s zoomed in the right amount or close to it – I didn’t find myself wishing I could see more (or less)

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

Yes. It was laid out well enough that if I didn’t immediately know I could work it out within 5-10 seconds, so I never felt stupid.

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 logical puzzler with a cute mechanic

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

From here it’s all about art and sound and game feel. With some nice art and mechanical sounds it will feel great.

1. **Animation/Art Feedback**

Animation: running animations seem really smooth, running with head and torso has that terminator 2 crawling feel.

Art: Lighting for the two versions of tiles is good but I think version 2 (browner) is better as version 1 is very close to the main character colours. I’d recolour that to be say, slightly bluer so that the main character always stands out. The main character is cute in his roboty way.

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 fun to use, and I found myself intuitively pressing up to stick onto ceiling surfaces.