

3 / 3	Were the game interactions/transitions appropriately smooth?
3 / 3	Are the game visuals responsive to the game events?
3 / 3	Was the experience challenging/fun/...?
Any other thought you want to share with the developers	
lots of cool game mechanics. first level is challenging.	

Which modes/parts of the game did you test?	
Using the blue balls to direct the player to diff directions	
3 / 3	Were the game interactions/transitions appropriately smooth?
2.5 / 3	Are the game visuals responsive to the game events?
3 / 3	Was the experience challenging/fun/...?
Any other thought you want to share with the developers	
Really nice visuals + art, found it pretty difficult to unlock the first level though.	
Comments	

Which modes/parts of the game did you test?	
A bit slow/clunky	
1 / 3	Were the game interactions/transitions appropriately smooth?
3 / 3	Are the game visuals responsive to the game events?
1 / 3	Was the experience challenging/fun/...?
Need more variety	
Any other thought you want to share with the developers	
The orb stick is very confusing Characters should move faster	
Comments	

Which modes/parts of the game did you test?	
Good control	
3 / 3	Were the game interactions/transitions appropriately smooth?
3 / 3	Are the game visuals responsive to the game events?
2.5 / 3	Was the experience challenging/fun/...?
I liked the blue dot jumping but it feels a bit tedious	
Any other thought you want to share with the developers	
Comments	

Which modes/parts of the game did you test?	
Test skills	
3 / 3	Were the game interactions/transitions appropriately smooth?
3 / 3	Are the game visuals responsive to the game events?
3 / 3	Was the experience challenging/fun/...?
Yes, visuals are good	
Any other thought you want to share with the developers	
Good work!	
Comments	

Experiments		Which modes/parts of the game did you test?		Normal level	
Evaluate on: Controls		Were the game interactions/appropriately smooth?		3 / 3	
Evaluate on: Visuals		Are the game visuals responsive to the game events?		3 / 3	
Evaluate on: Gameplay		Was the experience challenging/fun/...?		3 / 3	
Comments		Any other thought you want to share with the developers (and work! Maybe faster movement?)			