

Experiments	Which modes/parts of the game did you test? 2	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? smooth	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? bright visual	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? ok	1 / 3
Comments	Any other thought you want to share with the developers	

Experiments		
Evaluation: Controls	Maybe jump should be ↑ instead	2 / 3
Evaluation: Visuals	BEAUTIFUL	3 / 3
Evaluation: Gameplay	looking good so far! I like the levelling up	3 / 3
Comments	Will there be checkpoints?	

Experiments	Which modes/parts of the game did you test? first half of the level	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	2 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers beautiful assets fun, varied abilities, and the level up system is nice	

	Main game	
Evaluation: Controls	Jumping could use acceleration	2 / 3
Evaluation: Visuals	Nice sprites and background	3 / 3
Evaluation: Gameplay	More gameplay than just repeat enemies	2 / 3
Comments		

Experiments	Which modes/parts of the game did you test? Level 1 - Minimal Playability	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? I think the controls were good, c for jump a bit confusing	2 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events? Great animation	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...? I think it is good and challenging	2.5 / 3
Comments	Any other thought you want to share with the developers. I think it would be nice to have some sort of explanation as to what your skills are.	
Name	Student name	

Experiments		
Evaluation: Controls	controls are good. But enemy move speed is too fast.	3 / 3
Evaluation: Visuals	smooth and effects good.	3 / 3
Evaluation: Gameplay	good.	3 / 3
Comments	Nice game. good graphic design. and skills are great.	

Experiments	Which modes/parts of the game did you test? <u>Level 1 & Tutorial</u>	
Evaluation: Controls	Were the game interactions/transitions appropriately smooth?	2.5 / 3
Evaluation: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluation: Gameplay	Was the experience challenging/fun/...?	2.5 / 3
Comments	Any other thought you want to share with the developers A bit too difficult! I always die at level 1! IT	

Experiments	Which modes/parts of the game did you test? <u>Player movement, attack, jumping, shield/nuke special skills</u>	
Evaluation: Controls	Were the game interactions/transitions appropriately smooth? <u>Yes, it's smooth</u>	3 / 3
Evaluation: Visuals	Are the game visuals responsive to the game events? <u>Yes, it's somewhat responsive</u>	2.5 / 3
Evaluation: Gameplay	Was the experience challenging/fun/...? <u>Yes, it's challenging</u>	3 / 3
Comments	Any other thought you want to share with the developers The visuals are great, but I'd like to see enemies respond better to the attack event (knockback possibly)	

Experiments	Which modes/parts of the game did you test?	
Evaluation: Controls	Were the game interactions/transitions appropriately smooth? <u>Yes</u>	3 / 3
Evaluation: Visuals	Are the game visuals responsive to the game events? <u>Yes (Very Nice)</u>	3 / 3
Evaluation: Gameplay	Was the experience challenging/fun/...? <u>Challenging & fun</u>	3 / 3
Comments	Any other thought you want to share with the developers Make sure controls do not stick over game session ;) Nice Job!	

Experiments	Which modes/parts of the game did you test? <u>Gameplay, level, combat, movement</u>	
Evaluation: Controls	Were the game interactions/transitions appropriately smooth?	3 / 3
Evaluation: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluation: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Visuals - Lack of effects when the player gets hurt makes it unclear that I'm being harmed. Strutting mechanic is very cool but the controls for it are kind of hard. 3rd spell seems too powerful, could use a shield	

Experiments	Which modes/parts of the game did you test? <i>Team 2, Jump, Walk, shoot, stills, kill enemy</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>3 / 3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events?	<i>3 / 3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...?	<i>2.5 / 3</i>
Comments	Any other thought you want to share with the developers <i>Very nice game artwork, maybe increase the types of obstacles and enemies.</i>	

<i>9272</i>	Which modes/parts of the game did you test? <i>gameplay tutorial</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>3 / 3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events?	<i>3 / 3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...?	<i>2.5 / 3</i>
Comments	Any other thought you want to share with the developers <i>- tutorial : esc to show, esc again to hide - make jump intuitive - spacebar? - good overall :)</i>	

	Which modes/parts of the game did you test? <i>Multi mode</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? <i>Needs better jump physics</i>	<i>2 / 3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events? <i>Best looking game in class!</i>	<i>3 / 3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...? <i>Needs to be more dynamic but looks like it will be good</i>	<i>2 / 3</i>
Comments	Any other thought you want to share with the developers	

Name	Student name	
Experiments	Which modes/parts of the game did you test? <i>Very pretty</i> <i>Whole Game</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>2 / 3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events?	<i>3 / 3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...?	<i>2.5 / 3</i>
Comments	Any other thought you want to share with the developers	