	Which modes/parts of the game did you test?	
Experiments	Which modes/ parts of an office of the description of the parts of the game interact ons/transit ons appropriately smooth? Smooth	3 /3
Evaluat on: Controls	Were the game interact ons/transit on Are the game visuals responsive to the game events?	3 /3
Evaluat on: Visuals	Are the game visuals responsive to the state of the state	/3
Evaluat on: Gameplay	Was the experience challenging/fun/?	
Comments	Any other thought you want to share with the developers	
xperiments		
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	looking good so far! I like the levelling up Will there be checkpoints?	
Experiments	Which modes/parts of the game did you test? First half of the	level
	Were the game interact ons/transit ons appropriately smooth?	2/3
Evaluat on: Controls	Are the game visuals responsive to the game events?	3/3
Evaluat on: Visuals 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 v	rice
	Main game	
Evaluation: Controls Evaluation: Visuals	Dimping could use acceleration Nice sprites and background More gameplay than just repeat enemies	2/3
valuation: Gameplay	Nice sprites and background	3/3
Comments	More gameplay than just repeat enemies	2/3
Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? Think the controls were apod to for bit were	7 /0
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/?	2.5/3
Comments	Any other thought you want to share with the developers I think if would be nice to have some 5000 of explaination as to what your skills are.	
Name		

Name Student name

Lyberinients		
Evaluation: Controls	controls are good. But enermy move speed is too fast.	3/3
Evaluation: Visuals	such and et good.	3/3
Evaluation: Gameplay	good.	3/3
Comments	Nice game. good graphic design and skills are	great.

experiments	vvnicn modes/parts of the game did you test!	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	2610
Evaluat on: Visuals	Are the game visuals responsive to the game events?	2.5/3
Evaluat on: Gameplay	Was the experience challenging/fun/?	3/3
Comments	Any other thought you want to share with the developers A bit too difficult! I always die at level 1! TIT	2-5/3
	Parks to the control of the control	
Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Which modes/parts of the game did you test? Player movement, attack, jumping, shield/nuke special skills Were the game interact ons/transit ons appropriately smooth? Yes, it's smooth	
Evaluat on: Visuals	Are the game visuals responsive to the game quest 2 \	3/3
Evaluat on: Gameplay	Are the game visuals responsive to the game events? Yes, it's smooth Was the experience challenging/fun/ 2	2.5/3
Comments	Yes it's shallowing	3/3
	The visuals are great, but 7'd like to see ene in second	
DOSTINE.	to the attack event (knockback possibly)	
Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	Were the game interactions/transitions appropriately smooth? You	
Evaluat on: Visuals	Are the game visuals responsive to the game	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/? Cha (lenging & file)	3/3
Comments	Any other thought you want to share with the developers	3/3
	Make sure controls to not stick o game session;) Nice Job!	ver
	game session:) Vice Job!	
Experiments	Which modes/parts of the game did you test?	
Evaluat on: Controls	gonefler, (evel) combat, mannert	
Evaluat on: Visuals	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: Gameplay	Are the game visuals responsive to the game events?	フ型原作/ つ
	Was the experience challenging/fun/?	Salmojt 3
Comments	Any other thought you want to share with the developers Viscals - Lack of effects when the for it are kind of hard, Player gets hart makes it Visclear that I'm being harmed. 3rd spell seems too powerful, could use a	cundrals

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