




Name	Stu ID	Rate 1-5					1= very bad 5= very good		Comments	Sign
		Controls	Flow	Visuals	Sound	Multi-Player	Fun			
Adrian	TYBAND001	5	4	3	3	4	5		Need map. Make path clearer. Need upbeat music for parkour.	
Niall	MRLIVIA001	4	4	3	2	5	4		Ben able to monitor other player makes it an interesting competition. The path when climbing is pretty hard to see. The shop looks more a challenge but fun section. The music needs to be changed. Coloured blocks help guide final stage is quite plain and there is no way you know you are finished. Enjoy wide range of making chunks here.	
Sarah Taylor	TYLSAR009	4	4	2	?	5	5		Need to make edges clearer. More colours? or maybe a different colour. Put a fence on the walkways.	
Stuart McRobert	MURSTU002	5	4	3	2	4	5		same as above (edges) make it more noticeable when your being killed	

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Denzel Ransbottom	RMSDEN002	3	3	3 4	2	3	4
		1 = very bad 5 = very good					
		Comments					
		• Change the music, less ambient, more urgency. • Defined edges on penultimate stage's running panels. • Lited colour cues; • told joke. • well mapped controls. • It's 'mirror's edge', so great.					
		• Seeing other players on the course ups the enjoyment - probably the most "fun" element. • Some issues with shadows/edges • Winning platform thing seems very arbitrary. • Not sure how I feel about the jump-granting raises • Very intuitive movement. • Notable lack of hints,					
Satchel Crush	GSHSAT001	4	4	3	2	5	3

Name	Stu ID	Rate 1-5 1=very bad 5=very Good					Comments	Sign
		Controls	Flow	Visuals	Sound	Multi-Player	Fun	
Christina Hiripis	HRPCH2003	5	5	4	4	4	5	Easy to understand + fun to jump and slide around obstacles. Although didn't know where to go which kind of made it fun.
Chandré Pathier	PTHCH2001	5	5	4	5	5	5	Edges. We like edges.
Nikita Maharaj	MHNCH2004	5	5	4	5	5	5	Was super easy to navigate through just would like some form of direction on where to go. Fun game!
RISHA R. AUDH.	ADHCH2001	4	4	4	4	5	4	NEEDS A MAP. EASY TO PLAY DEFINE ALL THE EDGES. MORE COLOUR WOULD BE NICE.