

Timestamp	Do you feel like somethin is missing in the UI, screens?	Do you think game's hazards are sufficient to entertain player?	Do you like the story?
-----------	--	---	------------------------

3/28/2021 16:07:37	no, everything seems fine	4	its ok
3/29/2021 9:24:06	Leave game / Exit button is no-where to be seen.	3	Yes. The story seems seems to be well thought.
3/30/2021 16:04:03	No	3	Yes
4/7/2021 14:51:21	No	4	Yes, has a good lore.
4/15/2021 0:03:25	No	4	Yes

When activating gravity tool (as described in GDD), do you think player should also rotate 180° or be static in terms of rotation? Check the image below :)	Do you think story is ok for 8-10 year olds, if not - what's the problem ?	Do you think gameplay is interesting?
---	--	---------------------------------------

180°	it is suitable for the age group	possibly yes, however, overtime it may get boring very quickly
------	----------------------------------	--

Static	It should be fine for 8-10 year olds.	Haven't tried any game with such gameplay mechanics, however the game seems interesting.
--------	---------------------------------------	--

Static	yes	yes
180°	Yes	Yes
180°	Yes	Yes

Do you think the game is feasible to make in Unity?	From 1-5 is the GDD clear-enough and understandable?	Do you think game complies with requirements (The game involves navigating a character around an area collecting items and avoiding hazards. Collecting items adds to your score, colliding with hazards uses up lives, of
---	--	--

i dont know, its your job and game, if you want, you can even make it in skratch

3

Yes

5

yes

3

Yes

5

Yes

4

Yes, perhaps a system to track the time to complete levels would be nice

Do you think first person camera is appropriate for this type of game or 3rd person is better?	Is the game title appropriate, sounding good?
--	---

i think 2D and 3d person perspective, would better suit this sort of a game as your character will constantly be rotating upside down, which will confuse many people 3rd person seems more appropriate for this type of game, however what about the inclusion of switching the perspective between 3rd and 1st person? This would allow users to play the game how they like.	yes
3rd person	yes
3rd	Yes
1st Person	Yes