Game review document:  
1. What did you like about this game? What was interesting and unique about the game?

The concept was nice for where you must use your size to maneuver around obstacles and that the speed was dependent on what size the ball was, I also got addicted to the speed running aspect and dedicated time to destroy the developer’s top time.

2. What did you dislike about the game? What detracted from your playing experience?

When the camera would phase through wall when you got to get big in tiny corners and spaces,

3. How polished was the game? What makes you say that?

I think the game was for the most part polished but, in the level, it seems that one of the devs wanted to add some cool moving textures but didn’t know how to implement them without standing out and not looking right.

4. Did the game have a theme? If so, what was it?

I think the theme was kind of a retro feel with how the light was working growing in brightness as it got bigger and how it was effecting the terrain and obstacles.

5. If you were to change this game, what would you change? Why would your changes be better than the original?

The only change I would make is to add more levels. I enjoy all the games but memorize the map easily to the point where I can complete the whole game in 6 minutes. This change would make the game last longer.

Focusing on mechanics:  
1. What interesting mechanics did you notice while playing this game?

That the bigger you were the faster but if you sized up to gain speed then shrink down you could keep some of the momentum and make it easy to get around as well as abusing the grow to shrink jump technic.

2. How do you think they made these mechanics work?

I think they had it to where when the ball would grow the gravity would increase because it also felt like the ball was falling faster so maybe the is contribution to the speed.

3. When first playing the game, did you understand how all the mechanics were supposed to be used? If so, how? If not, what was confusing, and how could it have been made clearer?

The mechanics were very clear to me it told me the information I needed to know like the movement and how to jump I don’t remember if it said the controls for sizing, but it was kind of obvious being the only thing you can slide as well as it tells you about the grow and shrink jumping mechanic and the sizes speed difference were easy to use as well.