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.

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?

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

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

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

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?