# Playtest 1 feedback

## Hrisi (Via Discord)

The game was engaging and I very much enjoyed playing it! The puzzles were well thought-out and figuring out the solutions was satisfying. One thing that didn't feel great was when I had to have to waste a life to figure out what some of the platforms did, mainly the fan one because its icon at the top wouldn't load. I'm excited to see more!

Another thing was that it isn't immediately clear how you're supposed to get the extra 2 starts after you've completed the level

## Lewis Arnold (Via Email)

The usual amount of polish I have come to expect from any game with Harrison as a dev xD

The gameplay is nice, intuitive and simple. I understood what to do right away.

One bug I found is that gravity doesn't reset when I hit pause to edit the level, then hit play again (GravityFloatOnPlay.gif)

The other is also to do with gravity. When I place the blocks, quit to menu, and reload the level, one of the blocks won't trigger (GravityMiss.gif)

I wish I could give more feedback but I enjoyed the game. Pacing was spot on, levels were just hard enough. Only thing I don't understand is how to retry a level to get more starts, or how I get 5 starts since max I could get was 3 (or I'm just trash) :[

Very enjoyable. 10/10 would play again.

## Steve (Via Email)

I was very disappointed when I finished the game… I wanted to keep playing. That’s a great sign. Well done. My main feedback would be to help the player understand what the various blocks do, before they are placed, perhaps a rollover text or something similar. Although I have to admit that placing the blocks the blocks for the first time and waiting to see what they did was exciting. From there I was working out strategies and being pulled into the game. I just don’t want to be punished for this learning process. Remember the Learn-Practice-Master loop.

The only frustration was the reversing block which did take a long time to reverse the momentum. Unless the block was placed perfectly, the character could land on it and keep moving forward off the right edge of the block before the momentum was reversed. Getting the block in exactly the right location became a bit frustrating. I would have liked the character to reverse a lots faster. Other than that I really enjoyed the game.