Game review document:  
1. What did you like about this game? What was interesting and unique about the game?  
2. What did you dislike about the game? What detracted from your playing experience?  
3. How polished was the game? What makes you say that?  
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 of the mechanics were supposed to be used? If so, how? If not, what was confusing, and how could it have been made clearer?

1. I liked how the character moved along the map by changing view points from 3d and 2d.
2. The game also felt boring to play after a while just like doing chores, some levels felt really easy then another where I spend more time than I would like to.
3. Level 1 jump bug that didn’t exist anywhere else within the game.
4. Space theme sort of, puzzle.
5. Fix jump bug in first level

Add a way to add tips to player to get an idea what to do if they’re stuck.

1. Changing view points
2. Cell collision for color?
3. Yes, I understood all the mechanics of the game