

PlayTesting Feedback and CommentsPlaytester Name: Sigi HuangGame: In Time

Please answer the questions below using the following scale:

5=strongly agree, 4=somewhat agree, 3=neither agree nor disagree, 2=somewhat disagree, 1=strongly disagree

1. I understood how to play the game (i.e. always knew what I should be doing) 5
2. The goals and objectives were clear (short-term, mid-term, long-term) 5 5 4
3. The user interface made sense and was easy to use (i.e. I could find the info I needed) 4
4. The controls are natural to use 5
5. Cues from the audio and visual feedback helped me play the game 5
6. I was able to learn how to play the game quickly 4
7. I was often confused about what I should be doing 2
8. The gameplay required me to make interesting choices 4
9. The game contains sufficient "conflict" to make the game play challenging 5
10. I know the more I play this game the better I will get 5
11. The game has repeat play value (i.e. I can play it multiple times without getting bored) 4
12. On a scale of 1 to 10 I would rate the "playability" of the game as a 9

What was your least favorite thing about the game?

creativity.

the ~~key~~ control
is not very responsive.

List two (2) changes the game designers should make to improve the gameplay?

① ~~improve~~ improve model

② give instruction before play.

① distinguish between
copies of me.② add graphics
add music

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Playtester Name: Xinyu ZhuGame: In Time

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3. The user interface made sense and was easy to use (i.e. I could find the info I needed) 3
4. The controls are natural to use 5
5. Cues from the audio and visual feedback helped me play the game 5
6. I was able to learn how to play the game quickly 3
7. I was often confused about what I should be doing 1
8. The gameplay required me to make interesting choices 5
9. The game contains sufficient "conflict" to make the game play challenging 4
10. I know the more I play this game the better I will get 5
11. The game has repeat play value (i.e. I can play it multiple times without getting bored) 5
12. On a scale of 1 to 10 I would rate the "playability" of the game as a 9

What was your least favorite thing about the game?

~~It is hard to~~ It confused me with all these cubes

I do not know what is what...

List two (2) changes the game designers should make to improve the gameplay?

1. ~~Maybe~~ add direction in game
2. improve the model and scene.

PlayTesting Feedback and CommentsPlaytester Name: Hansi LinGame: In Time

Please answer the questions below using the following scale:

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3. The user interface made sense and was easy to use (i.e. I could find the info I needed) 4
4. The controls are natural to use 4
5. Cues from the audio and visual feedback helped me play the game 2
6. I was able to learn how to play the game quickly 5
7. I was often confused about what I should be doing 4
8. The gameplay required me to make interesting choices 2
9. The game contains sufficient "conflict" to make the game play challenging 4
10. I know the more I play this game the better I will get 1
11. The game has repeat play value (i.e. I can play it multiple times without getting bored) 2
12. On a scale of 1 to 10 I would rate the "playability" of the game as a 8

What was your least favorite thing about the game?

The puzzle is so predefined that
leaves little choice.

List two (2) changes the game designers should make to improve the gameplay?

1. Add more choices.

2. Focus more on the "time" idea.

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10. I know the more I play this game the better I will get 4
11. The game has repeat play value (i.e. I can play it multiple times without getting bored) 4
12. On a scale of 1 to 10 I would rate the "playability" of the game as a 7

What was your least favorite thing about the game?

Not knowing the controls

List two (2) changes the game designers should make to improve the gameplay?

Add directions

Add motivation for getting those objects.