**Play Test Feedback**

In the allotted time, I was able to get four people to playtest our game and provide feedback. I had them play through the current build of the game, and once they were done playing I asked them for feedback. Regrettably I did not have time to create a survey, which would have provided more quantifiable feedback (asking them to rate certain aspects of the game out of ten, for example, is more reliable than word of mouth), however I would rather take any feedback than no feedback.

**Playtester 1:**

-They enjoyed the game, felt it was easy to get to grips with the controls.

-Liked the backgrounds, thought the playable character was cute.

-Main point to take away was that they thought the levels “could be a bit longer.”

**Playtester 2:**

-Liked the game, liked the grappling mechanic especially.

-Found the level design underwhelming, wanted there to be more to find in the levels.

-Thought the animations were “stiff” and could use some work.

**Playtester 3:**

-Thought that the menu sprites could be improved greatly, as they didn’t leave a good starting impression.

-Believes that some background music and sound effects would help the overall atmosphere.

-Thought the game could do with some more challenge.

**Playtester 4:**

-Liked the use of sprites, though agreed with playtester 2 that there could be some more animation.

-Thought the game was on the easy side, but still enjoyable.

-Like playtester 1, thought the levels could be longer.

From this feedback, we can discern that what could be improved the most are the level design and length. The animation criticism, while still valid, is a result of time constraints and as such improving it would be out of the question in a later stage of development. Increasing the length of the level environment would most likely not take as long as the assets are already made and simply need adjusting, so this is a reasonable change to make.