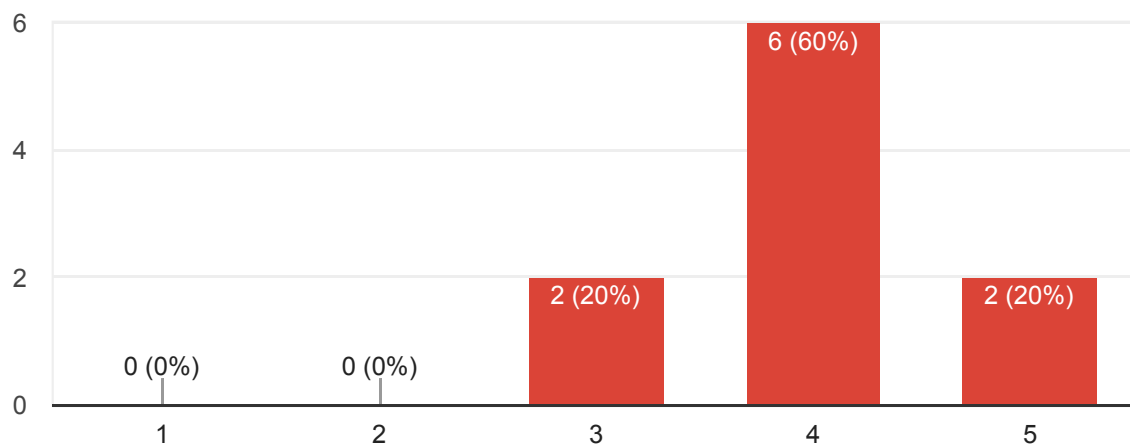


OiOi UX Game Feedback

10 responses

Was it easy to understand what had to be accomplish / how to win the game?

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

7 responses

The tutorial are clear to mention it.

I like the tutorial showing animations of the game mechanics. It would be even better if there is more UI guiding the player in the game.

Game was clear, after reading instructions.

Yes.

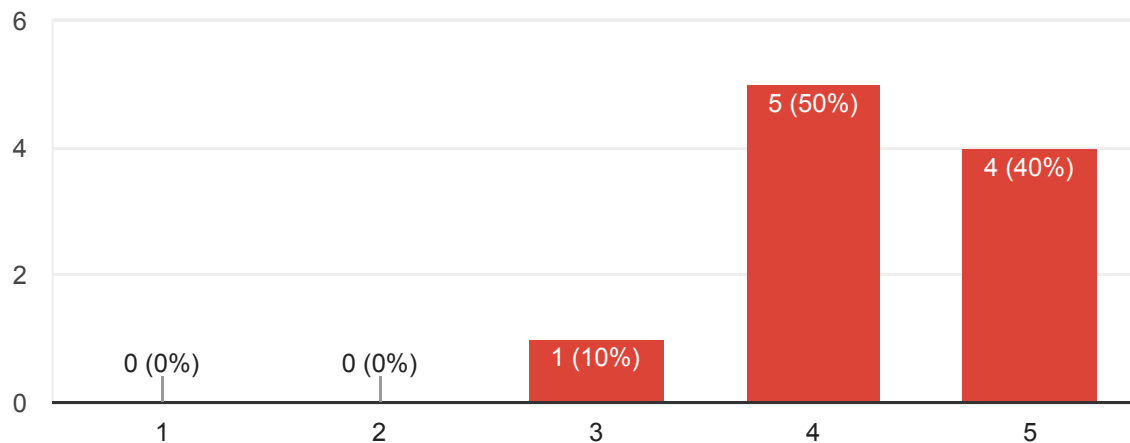
It would be good to have goal of game show up before level starts.

Lack of instructions apart form tutorial or help screen.

Simple game to play.

Was interaction with the game logical? (The tap screen and the orientation that the game was implemented in)

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

7 responses

The control is very intuitive, and the tapping on the planet did show interesting responses.

Clear interaction, enjoy planet deformation.

Yes

Logical game interaction.

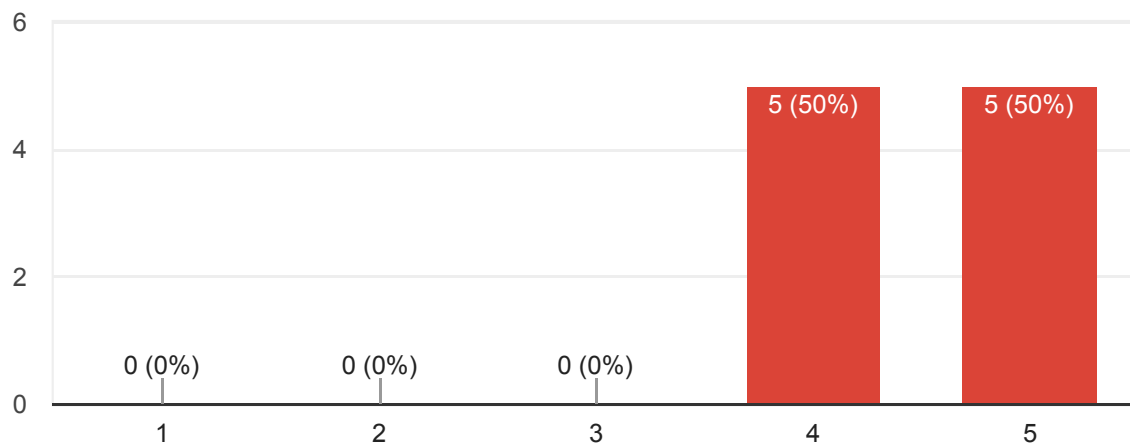
yes.

Could use more directives, where is the projectile coming from?

Fitting interactions.

Did it make sense how things are represented in the game?

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

6 responses

I like the particle that comes out from the planet and the cube that shows different skills, but I was

sometimes confused by the particles that show resources and the particles that shows the activated skills.

Colourful game, distinguishable colours.

Yes.

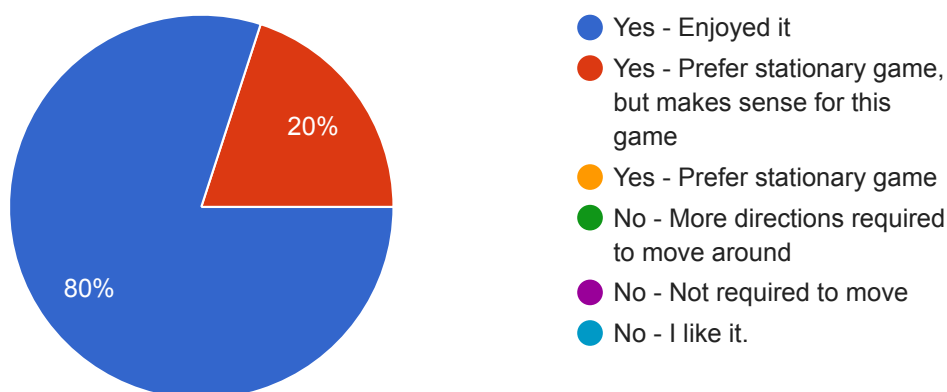
Good colour representations and particle usage.

Made sense once instructions were read.

Distinguishable colours make it clear between good and bad objects.

Were you encouraged to move around while playing game?

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

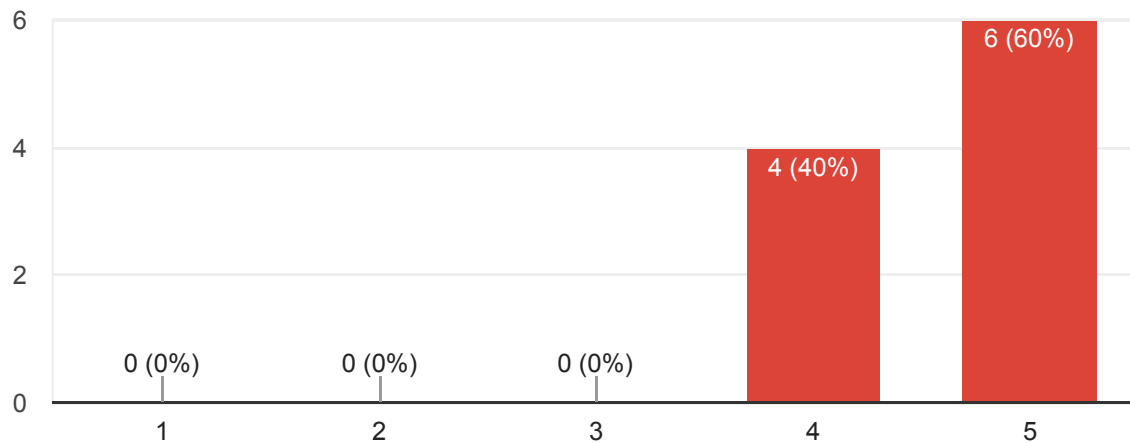
2 responses

I really enjoy moving around and just look at the planets. There is nothing to complain about.

Options of how far away planets are from each other.

Is the UI (User Interface - the buttons, and menus, text, those things..) clear and logical?

10 responses



Comments - what did you like / dislike / how to improve? Any other comments?

5 responses

The UI is colourful and lively. The only thing that I hope to improve is the grey text in one of the tutorial screen which is hard to see sometimes

Simple UI.

Good sound effects to symbolise danger.

UI fits this game.

Fitting ui.

Any other comments?

6 responses

Good job!

Bug fixing, sometimes the game froze and had to restart.

Sometimes game doesn't respond.

good.

Apart from occasional game breaking moments, it is enjoyable game.

enjoyable experience.

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