**Participant 1**

Preferred genres: everything

Age: 20

Gameplay/week: 50 hours

Difficulty: slightly above average

Movement: a bit too vertical, we’ll decrease jump height and platforms

Player attack: good

Bat 1: fine

Bat 2: a bit too fast, change colour, start attack from further away

Spiny: maybe make metal

**Participant 2**

Preferred genres: rpgs

Age: 18

Gameplay/week: 10 hours

Difficulty: not too hard

Movement: jump was sudden and floaty

Player attack: ok, didn’t really do it

Bat 1: fine, easily dodged

Bat 2: easily dodged unless being swarmed by bat 1

Spiny: good, liked they didn’t shoot things

**Participant 3**

Preferred genre: rpg

Age: 19

Gamplay/week: 10 hours

Attack glitched got stuck

Difficulty: not too hard but the last bat was hard

Movement: good, a bit floaty

Attacking: ok

Bat 1: fine

Bat 2: hard when it comes from above

Spiny: fine

**Bat Colour**

Issue: Bat 2 swooping was surprising due to it being identical to Bat 1.

Solution: Make Bat 2 a different colour (we did this after participant 1).

**Floaty Jumps**

Issue: Jumping felt floaty or a bit too high. A little bit clunky. Doesn’t match the setting.

Expected Result: Jumping should feel natural and intuitive.

Solution: Reduce jump force, increase gravity and/or variable jump height.

**Attack got stuck**

Issue: The attack animation got stuck on the last frame, as a result they could no longer attack move normally.

Expected Result: Attack animation ends, returning to idle animation.

Replication: Unknown, possibly skipped ending the animation due to lag.

Solution: Add more animation ending triggers afterwards or make a failsafe script.