Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

I liked when I ran out of hunger on evil mode because it dropped so quickly I didn't expect it and it was cool because it caught me off guard.

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	◉	○	○	○	○	○	Fun!

What was your least favorite moment(s)? *

Didn't really have a least favorite moment

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	◉	○	○	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

General Feedback:
Art
Add effects and liveliness: you could make the model sort of move and make faces, add a visual effect when you hit a food item add another effect when you bonk as well as a more unique game over screen. The background could also be more lively with slimes or cars in the background. (The artwork is cool already these are just ideas in case you wanted to add more)
Gameplay :
You could add power ups and obstacles or even like points for additional lives mid run that way runs are more interesting and last longer.

What do you think was the best aspect of the game? *

- ● Art
- ○ Animation
- ○ Sound
- ○ Gameplay
- ○ Design
- ○ UI
- ○ N/A
- ○ Other: _____

Please explain your above answer. *

The art is pleasing to look at

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

◉ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

The game is very simple, I don't want that in a bad way but it can be modified to do more

Do you have any other feedback?

I think game ran well and was pretty fun I ended up doing like 10 games in a row good job!

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Seeing the character tween between food

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	○	◉	○	○	Fun!

What was your least favorite moment(s)? *

Not sure if I hit the wall

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	○	○	◉	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Maybe have scaled difficulty through smaller aim sight the longer you play

What do you think was the best aspect of the game? *

◉ Art

◯ Animation

◯ Sound

◯ Gameplay

◯ Design

◯ UI

◯ N/A

◯ Other:

Please explain your above answer. *

The visuals are consistent and match the theme

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

⦿ Gameplay

○ Design

○ UI

○ N/A

○ Other: ....

Please explain your above answer. *

Could become more challenging over time

Do you have any other feedback?

Awesome game!

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Seeing how the gamemodes get more difficult than I thought they would, and got more difficult in creative ways that I didn't expect.

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	○	●	○	○	Fun!

What was your least favorite moment(s)? *

When I hit the cardboard boxes for the first time it made a really loud noise that scared me but it was funny.

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	●	○	○	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Maybe the way that the slime moves, making it's movements more consistent.

What do you think was the best aspect of the game? *

○ Art

○ Animation

⦿ Sound

○ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

Music was amazing and fit the vibe perfectly. It slapped.

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

○ Gameplay

○ Design

◉ UI

○ N/A

○ Other: ....

Please explain your above answer. *

It was sometimes a bit hard to tell where the slime was gonna end up, but that might just be because I'm
bad idk.

Do you have any other feedback?

....

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

The satisfaction of chaining multiple jumps for benefit

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	○	○	◉	○	Fun!

What was your least favorite moment(s)? *

Likely the learning curve of figuring out how the jump worked

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	○	○	◉	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

The addition of moving platforms/ obstacles could create a dynamic experience and add an interesting challenge to the player

What do you think was the best aspect of the game? *

🔘 Art

⭕ Animation

⭕ Sound

⭕ Gameplay

⭕ Design

⭕ UI

⭕ N/A

⭕ Other: ....

Please explain your above answer. *

It's enjoyable and coherent plus I love the lil fella

What do you think needs the most improvement? *

○ Art

◉ Animation

○ Sound

○ Gameplay

○ Design

○ UI

○ N/A

○ Other: ....

Please explain your above answer. *

Very quick movements that can be confusing to learning how the jump operates

Do you have any other feedback?

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Trying to go fast.

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	●	○	○	○	Fun!

What was your least favorite moment(s)? *

Waiting for the angle to change on the first jump after hitting start

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	○	●	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Maybe timing the line with the countdown. Also animate the movement or use a particle effect to simulate a warp.

What do you think was the best aspect of the game? *

○ Art

○ Animation

○ Sound

◉ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

It was intuitive and fun

What do you think needs the most improvement? *

○ Art

◉ Animation

○ Sound

○ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

The particle effect needs to be more impactful

Do you have any other feedback?

Great work!

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

I like the ability to teleport

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	◉	○	○	○	○	○	Fun!

What was your least favorite moment(s)? *

The game got kinda repetitive quickly

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	○	◉	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

It doesn't feel like there is a lot of skill for it, it's all based on waiting for the angle to look right, adding some kind of speed up ability or something could add some strategy and skill to the game

What do you think was the best aspect of the game? *

◉ Art

○ Animation

○ Sound

○ Gameplay

○ Design

○ UI

○ N/A

○ Other: _____

Please explain your above answer. *

The art was cute and felt good

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

◉ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

The ye gameplay just got repetitive

Do you have any other feedback?

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Getting a good combo

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	○	◉	○	○	Fun!

What was your least favorite moment(s)? *

Don't really have one

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	◉	○	○	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Maybe make the aiming faster the further you go on.

What do you think was the best aspect of the game? *

🔘 Art

⚪ Animation

⚪ Sound

⚪ Gameplay

⚪ Design

⚪ UI

⚪ N/A

⚪ Other: ....

Please explain your above answer. *

Everything looked really nice and had a distinct style.

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

◉ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

Gameplay can get repetitive at times

Do you have any other feedback?

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Timing the bar to grab the fruit

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	◉	○	○	○	Fun!

What was your least favorite moment(s)? *

The teleport was a bit disorienting

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	◉	○	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Change the teleport to a jump

What do you think was the best aspect of the game? *

🔘 Art

⚪ Animation

⚪ Sound

⚪ Gameplay

⚪ Design

⚪ UI

⚪ N/A

⚪ Other: ....

Please explain your above answer. *

The art is pretty cute and looks very delicious

What do you think needs the most improvement? *

- ◯ Art
- ◯ Animation
- ◯ Sound
- ◉ Gameplay
- ◯ Design
- ◯ UI
- ◯ N/A
- ◯ Other: ....

Please explain your above answer. *

The teleport feels a bit clunky and feels like it benefits more for a jump instead of a teleport

Do you have any other feedback?

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Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

The game modes

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	○	○	◉	○	Fun!

What was your least favorite moment(s)? *

The pausing was a little confusing when trying to get off it

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	◉	○	○	○	○	○	○	○	○	Extremely frustrating

What would you change about the game? *

Adding an animation when moving instead of teleporting

What do you think was the best aspect of the game? *

🔘 Art

⚪ Animation

⚪ Sound

⚪ Gameplay

⚪ Design

⚪ UI

⚪ N/A

⚪ Other:

Please explain your above answer. *

The art style was very nice

What do you think needs the most improvement? *

- ○ Art
- ⦿ Animation
- ○ Sound
- ○ Gameplay
- ○ Design
- ○ UI
- ○ N/A
- ○ Other: ....

Please explain your above answer. *

Only an animation instead of teleporting

Do you have any other feedback?

Nope good game

Google Forms

Epic Meal Slime Play Test Form

For Advanced Game Design (GDS 370)

What was your favorite moment(s) in the game? *

Evil mode

How fun was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Boring	○	○	○	○	○	○	◉	○	○	○	Fun!

What was your least favorite moment(s)? *

Both of the other modes sort of dragged on

How frustrating was that moment(s)? *

	1	2	3	4	5	6	7	8	9	10	
Not at all	○	○	○	○	○	○	◉	○	○	○	Extremely frustrating

What would you change about the game? *

Have the arrow move towards the next fruit at the start

What do you think was the best aspect of the game? *

○ Art

○ Animation

○ Sound

◉ Gameplay

○ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

At least on evil mode, the game felt like a good balance of challenge and reward

What do you think needs the most improvement? *

○ Art

○ Animation

○ Sound

○ Gameplay

◉ Design

○ UI

○ N/A

○ Other:

Please explain your above answer. *

Rebalancing the different modes will help a lot

Do you have any other feedback?

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