Experiments	Which modes/parts of the game did you test?	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	2/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	1.5/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers	

Team # 9

The overall game still needs major work. (camera , sound, play gameplay)

Experiments	Which modes/parts of the game did you test?	
	All	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	2.5/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	2.5/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers	

Great Tutorial mode!
Hope to have more playability in the future. for now it's a bit simp single tone. Keyboard arrange is awkward

Experiments	Which modes/parts of the game did you test?	
	team 9	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? Yes, it's smooth	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? good assets, looking good	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? expecting some ~~rook~~ momentum	2/3
Comments	Any other thought you want to share with the developers	

Experiments T9	Which modes/parts of the game did you test?	
	control ~~and rotation~~ in game	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers	

I like the game! Should have AI though, I don't know how to control 2nd player

Experiments Team 9 Veggie Vengeance	Which modes/parts of the game did you test?	
	tutorial and 2-player	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? -difficult placement for 2nd player	2/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? excellent animations	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? a lot little repetitive	2/3
Comments	Any other thought you want to share with the developers	

So cute , I love

Experiments	Which modes/parts of the game did you test? 2P, AI vs.	
Evaluat on: **Controls**	Were the game interactions/transitions appropriately smooth?	2 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	2 / 3
Comments cute sprites.	Any other thought you want to share with the developers	

- ~~Its kinda har~~ I think maybe too many control options? and layout a bit crowded.

Expecting more move later! Shouldn't be able to hold punch IMO

Experiments	Which modes/parts of the game did you test? 2-player	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

- cute game! would prefer arrow keys rather than j/k/l for second player, so that they don't have to be too close to player one

Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? Intuitive	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? Yes	2 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? Challenging, but fun	3 / 3
Comments	Any other thought you want to share with the developers	

Maybe some more on-screen effects for input events

Experiments	Which modes/parts of the game did you test? Game	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments Team 9	Any other thought you want to share with the developers	

Controls are smooth. Small idle + pause bugs, as you know. Very cute!
Maybe add knockback + an invulnerability phase when damaged. :)
Maybe no crouching in mid-air? Ability to change control scheme?

Experiments		
Evaluation: **Controls**	Good Controls.	3 / 3
Evaluation: **Visuals**	Standard VFX and textures	2 / 3
Evaluation: **Gameplay**		2 / 3
Comments	Gameplay is a little bit early-stage. The background is just blank with user help.	

Experiments	Which modes/parts of the game did you test?	
	1 vs 1 fight	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	2 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	2 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	
	Blocking would be good, maybe add stun on hit so cant punch while getting punched, controls are awkward cause movement and punch to close together	

Experiments	Tried all menu entries	
Evaluation: **Controls**	Working kb control	2 / 3
Evaluation: **Visuals**	Do have sprites	2 / 3
Evaluation: **Gameplay**	Pretty strateforward	2 / 3
Comments	Can be more comprehensive & the playability is a little weak	

Experiments	Which modes/parts of the game did you test?	
Team 9		4/2 / 3
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	
Comments	Any other thought you want to share with the developers	
	- ability to walk through other player is confusing; should only be able to go around player by jumping - players are so cute!	

Experiments	Which modes/parts of the game did you test?	
	maement, jump, punch, 2 player mode	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? yes	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? yes	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? yes	3 / 3
Comments	Any other thought you want to share with the developers	
	2 player mode was great. Would like to be able to jump on my opponent to do damage.	

Experiments	Which modes/parts of the game did you test?	
	1 player, 2 player fighting	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	
	add collision so that players can't move past each other	

Experiments	Jig 4 Lig	
Evaluation: **Controls**	3	/3
Evaluation: **Visuals**	3	/3
Evaluation: **Gameplay**	3	/3
Comments		

Experiments	Which modes/parts of the game did you test? fighting coop	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3/3
Comments Team 9	Any other thought you want to share with the developers more figthing techniques	

Experiments	Combat, movement, controls	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? with current controls, cant move and fight simultaneously	2/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? visuals are good and responsive	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? give abilities cooldowns, otherwise fine	2/3
Comments	Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test? 2 player	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth? Yes	3/3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events? Yes	3/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...? Yes	3/3
Comments	Any other thought you want to share with the developers	

Experiments		
Evaluation: **Controls**	Snappy!	3/3
Evaluation: **Visuals**	great pixel art, crisp text	3/3
Evaluation: **Gameplay**	Amazing! could use knockback, but overall very nice	3/3
Comments		

Experiments	Which modes/parts of the game did you test? Team 9 Fighting / Punching	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test? tutorial and main game.	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Its very fun but I guess it'll be little if there's more assets and more behaviour of player.	

Experiments	Single player Multi player	
Evaluation: **Controls**		2.5/3
Evaluation: **Visuals**		2/3
Evaluation: **Gameplay**		2 / 3
Comments	*2 player mode is cool. More actions and non-continuous punch would be more interesting. *AI is a little vapid.	

Experiments	Which modes/parts of the game did you test?	
Evaluat on: **Controls**	Were the game interact ons/transit ons appropriately smooth?	2 / 3
Evaluat on: **Visuals**	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	1 / 3
Comments	Any other thought you want to share with the developers AI too good. controls on 'E' was awkward.	