**User 1** is an inexperienced gamer.

The controls were intuitive. The game was frustrating, but fun. The biggest piece of feedback this user had was that the checkpoints were not obvious. They said that having checkpoint markers would make it so it was more gratifying to complete an obstacle. This user thought the characters looked cool.

**User 2** is an experienced gamer.

The controls were more unintuitive, as there’s a weird bug where while holding up, it makes the character go slower laterally. The game was difficult and frustrating. A lot of the frustration came from another bug where the wall jumping is inconsistent. They say that overall, the game is fun and the level design is interesting.

Overall, given more time, the feedback from these 2 users is simple to implement. There aren't any major flaws in the concept or anything. Just given more time to code and develop would lessen the frustrations of both users.

The following are screenshots from the test.

