Game feedback report

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The feedback received in class last Friday is mostly good according to the feedback sheets. The name (Rosie the shape-shifter) seems to be liked by a lot of students, and the system of "timed" power-ups seems to be liked too.

Some feedback suggests that getting some kind of achievements that can be unlocked by the player or some point system would improve the game experience, and it will be take into consideration for the game design.

A few feedback sheets suggested the possibility of including randomness in the game, but since the level design should allow the player to go through it with the power-ups supplied, it seems very difficult to include randomness in the platforms placement, in the enemies placement or in the power-ups placement or kind in the game design. Also, including extra random elements, as collectibles that give the player points (mixing randomness with the idea of the points system mentioned above) may cause frustration in the player for not being able to reach the collectibles with the power-ups supplied in each level.

The last idea shown in the feedback sheets is including a timer for each level, but in my opinion, the timers for the power-ups are already acting as a level timer without need of a global one.