

Evaluation: Controls	Team 13	2 / 3
Evaluation: Visuals	Very smooth control detail visual	2 / 3
Evaluation: Gameplay	Solid	2 / 3
Comments		

Name	timorous enemies, sparrow hero	1 / 3
Evaluation: Gameplay	jumping, door entrance	3 / 3
Comments	Simple but really enjoyable	

Evaluation: Gameplay	2	/ 3
Comments	3	/ 3
		/ 3

Experiments	Team 13	
Evaluation: Controls	Fast, smooth movement, jumping/falling	
Evaluation: Visuals	Cool character and enemy design, simple but challenging and effective floor and door	3 / 3
Evaluation: Gameplay	Simple, goal-driven gameplay, collision w/ floor slightly off	3 / 3
Comments		2 / 3

Experiments	jump, die, win	Team 13
Evaluation: Controls	sliding from momentum seems a bit much?	3 / 3
Evaluation: Visuals	Nice pixels	3 / 3
Evaluation: Gameplay	Simple	3 / 3
Comments	stuck to floor sometimes collision boxes seem off, sprites space between	