Experiments	Which modes/parts of the game did you test? Both control settings	
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/...? Fun, level design makes it easy to win	2 / 3
Comments	Any other thought you want to share with the developers	

I personally prefer jump with space, due to speed of movement.

Experiments	Which modes/parts of the game did you test? Level 1 & 2	
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?	2.5 / 3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

#13,   Good physics, limited game play tho,

Experiments	Which modes/parts of the game did you test? Movement, levels & mechanics	
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	

mechanics are very fun & interesting but seem potentially overpowered. If too strong, could possibly reduce # times can rotate before landing.

Experiments	I test the whole game, it has two levels.	
Evaluation: **Controls**	Yes, the game interact ons appropriately smooth.	3 / 3
Evaluation: **Visuals**	Yes, but can improve further	2 / 3
Evaluation: **Gameplay**	Yes, the rotation is interesting	3 / 3
Comments	A good game.	

Experiments	Which modes/parts of the game did you test? Whole game.	
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/...? That was fun. Really intelligent game concept	3 / 3
Comments	Any other thought you want to share with the developers (window rotation)	

Experiments	Which modes/parts of the game did you test?	
T13	control & 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?	2.5/3
Evaluat on: **Gameplay**	Was the experience challenging/fun/...?	3/3
Comments	Any other thought you want to share with the developers	-sprite hitbox

- up key for jump, hands down
- need more variety in enemies
- rotating 180° is instauln, pls nerf   active
- rotation speed is slow, hard to use as part of gameplay

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	game	
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/...?	3/3
Comments	Any other thought you want to share with the developers	
Team 13		

Bugs:
1. Jump in a parabola, rotate 180°, does not fall down
2. run forwards, press z/x, bounce backwards
Very cool mechanic! Look forwards to playing it :)

Name	Student name	
	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/...?	3/3
Comments	Any other thought you want to share with the developers	

Collisions are a little weird but the arbitrary rotation is very impressive
Jumping feels good, multiple control schemes is a cool idea,
rotating level could be faster