

Timestamp	How long did you play for?	How were the graphics?	Are there any areas in which the graphics could improve?	How was the gameplay? What could be added or changed about the gameplay to make it better?	How many glitches or odd behavior encountered in the program?	If the answer to the last question was options 2 or 3, describe the glitches encountered?	How the menu navigation satisfactory?	How the instructions clear and helpful?	Are there any improvements or additions to the instructions you would recommend?	How the range of options satisfactory?	Are there any additions you would like made to the options?	Are there any changes you would like to see in the game as a whole.
10/10/2014 16:58:30 (Between 5 and 20 minutes)	Good			Good		None	Yes	Yes		Yes		
10/10/2014 16:57:36 (Between 5 and 20 minutes)	Good			Average		Maybe having health would be slope so you don't die the first time you get hit	Yes	Yes		Yes		
10/10/2014 16:58:30 (Between 5 and 20 minutes)	Good			Good		None	Yes	Yes		Yes	Maybe move the color red to be seen more as players always get to pick a colour when they play	
10/10/2014 16:35:00 (+ 5 minutes)	Average		Different power up texture would be better. More white. Makes it look less like an enemy.	Good		None	Yes	Yes		Yes		
10/10/2014 17:08:15 (+ 20 minutes)	Average			Good		Don't power up next to him, power ups don't always say what you get	Yes	Yes	Add RGB where to the player color thing.	Yes	None	Lower your standards, lower high scores.
10/10/2014 17:08:58 (+ 5 minutes)	Good		None that I can think of	Average		None	Yes	Yes	No comments	Yes	No	None. Implication of the bomb power up.
10/10/2014 17:21:40 (+ 5 minutes)	Good			Good		None	Yes	Yes		Yes		Jump scenes
10/10/2014 17:24:21 (+ 5 minutes)	Good			Good		None	Yes	Yes		Yes		