1. What was engaging about playing JamCorp3D?
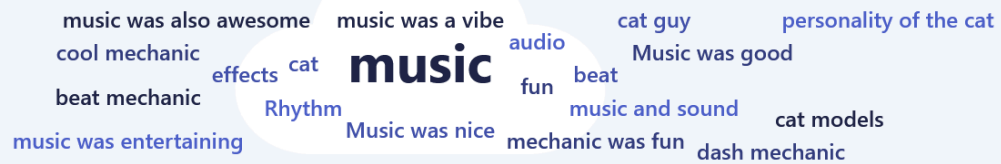
27
Responses

Latest Responses
"The audio (music and sound effects) are really good and go well together an..."
"I liked the music a lot"
"The dash mechanic was fun and snappy"
• • •

11 respondents (41%) answered **music** for this question.

music was also awesome   music was a vibe   cat guy   personality of the cat
cool mechanic   audio   Music was good
effects   cat   **music**   fun   beat
beat mechanic   Rhythm   music and sound   cat models
music was entertaining   Music was nice   mechanic was fun   dash mechanic

2. Was there anything that detracted from your experience playing JamCorp3D?

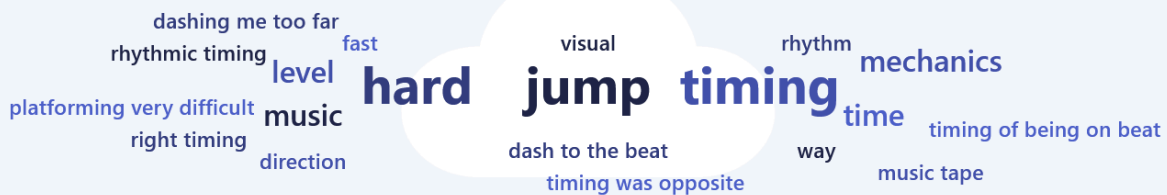**26**
Responses

Latest Responses
"I wish that there were more objects in the scene that I could use to boost m... "
"It didn't feel like I could jump high enough to reach certain parts of the map."
"It was hard to tell where I was supposed to go next. It felt like a puzzle to fig... "
• • •

5 respondents (19%) answered **jump** for this question.

dashing me too far   visual   rhythm   mechanics
rhythmic timing   fast   **hard**   **jump**   **timing**   time
level   music   timing of being on beat
platforming very difficult   right timing   dash to the beat   way   music tape
direction   timing was opposite

Some quotes:
- "The level design was not good. It reminded me of one of those roblox or minecraft parkour courses."
- "The visual indicators didn't always match the music"
- "Very confusing on where to go and how to interact. Z feels very unintuitive and I got very lost and stuck on where to go."

3. What are three words you would use to describe your gameplay experience?

24
Responses

Latest Responses
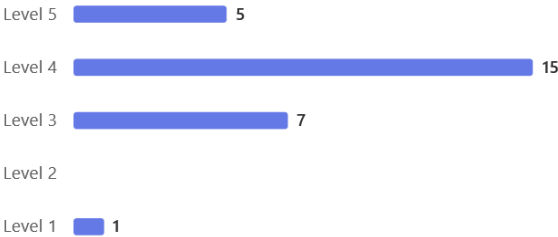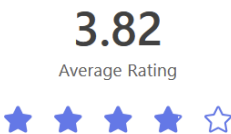"fun, silly, futuristic"
"challenging, frustrating, boppin'"
• • •

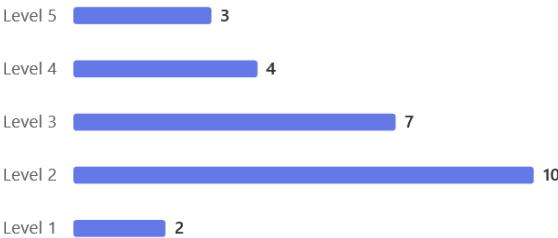7 respondents (29%) answered fun for this question.

Funish
quick sure
annoying
Jumping is hard
Challenging
intriguing
Wacky

second room
fun
groovy

difficult idk Foddian
frustrating
entertaining

Fluid poppy
Tedious
floaty

4. How would you rate your experience using the controls?

3.82
Average Rating
★ ★ ★ ★ ☆

Level 5	5
Level 4	15
Level 3	7
Level 2	
Level 1	1

5. How did the rhythm elements of the game feel?

2.85
Average Rating
★ ★ ★ ☆ ☆

Level 5	3
Level 4	4
Level 3	7
Level 2	10
Level 1	2

6. How punishing did the rhythm requirements feel? (1 Not Punishing - 3 Very Punishing)

2.07
Average Rating
① ② ③

Level 3 — 9
Level 2 — 12
Level 1 — 7
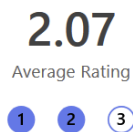
7. How difficult was the game overall? (Easy - Hard)

2.18
Average Rating
① ② ③

Level 3 — 8
Level 2 — 17
Level 1 — 3
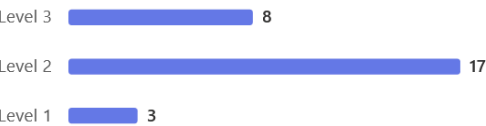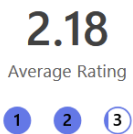
8. How well did you know where you were going throughout the game?

1.56
Average Rating
① ② ③

Level 3 — 2
Level 2 — 11
Level 1 — 14

9. How cohesive did the art feel?

4.00
Average Rating
★ ★ ★ ★ ☆

Level 5 — 11
Level 4 — 10
Level 3 — 4
Level 2 — 2
Level 1 — 1
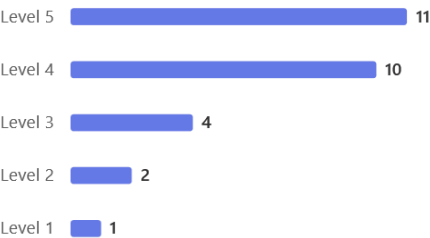
10. How visually pleasing was the game?

3.37

Average Rating

★ ★ ★ ⯨ ☆

Level	Count
Level 5	4
Level 4	11
Level 3	4
Level 2	7
Level 1	1
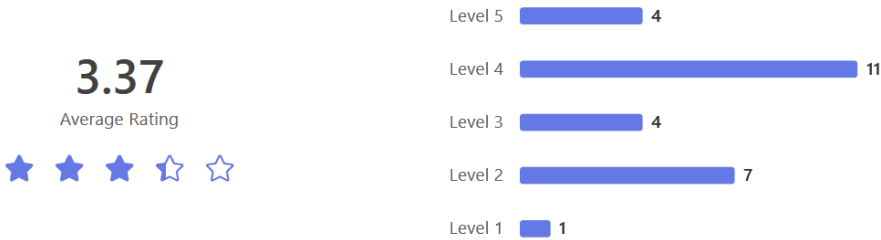
11. How good did the movement feel in the game?

3.46

Average Rating

★ ★ ★ ⯨ ☆

Level	Count
Level 5	4
Level 4	8
Level 3	14
Level 2	1
Level 1	1
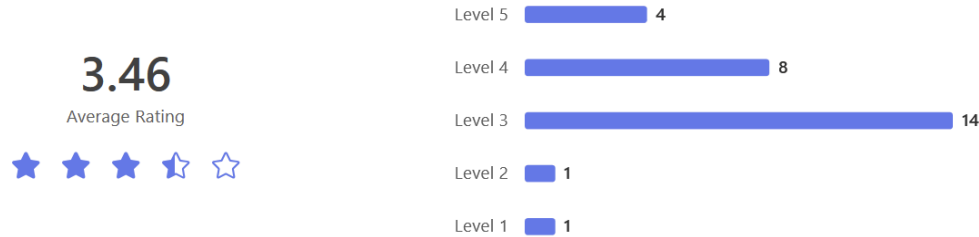
12. About how long did you play the game?

- ● < 1 min   0
- ● < 5 min   13
- ● < 15 min   14
- ● Other   1

4%
46%
50%

13. How familiar are you with rhythm games? (1 Not at all - 3 Very familiar)

2.14

Average Rating

① ② ③

Level	Count
Level 3	11
Level 2	10
Level 1	7

14. Any fun stories, bugs, or anything else to share?   More details

18

Responses

5 respondents (28%) answered cat for this question.

different music   music transition   player soft   instead of wrapping
fired   rick rolling   time my dash
close to the cat   dash   cat   player   unusual punishment
bpm   game   beat
blue indicators   text boxes   cat was a threat
robo cat   text from the first cat

Some quotes:
- "I loved the higher platforming segments where I had to time my jump, then time my dash to get as far as possible. I wish the song bpm was lower (at least for some tracks) to make timing easier, but overall I really loved the game!"
- "Your text does not wrap in your dialogue system. It bothers me to no end!"
- "When the cat exploded in the first gameplay, it made the player soft lock themselves in the fire."
- "Just a recommendation to make things like the sign and grate much bigger- with the pixel effect, they kinda just disappear or meld together since they're too small"