To get some feedback for our game I went to several people all with different understanding of games development in an attempt to get lots of varied opinions/ feedback of our game. I did this because I think that asking people who don’t always know what the course is and don’t know what you have to do give the most productive feedback because they see faults with the game that may not be seen as an issue for people studying the course. All together I interviewed 10 people, all with varied knowledge of games and asked them to review the game demo and respond with what they liked and what can be improved.

Person 1: What they liked:

* They liked the idea of the mini puzzle game and how you have to match the Mc’s memories.
* They liked the jumping mechanic and how effective it was to the scene.

Improvements:

* The Mini puzzle game should have the icons flipped over briefly to add the effect of matching the MC’s memories.

Person 2: What the liked:

* The mini game icons being related to the scenery.

Improvements:

* Make the icons reshuffle every time the MC actives it.

Person 3: What they liked:

* The platform’s the MC has to jump on are themed towards the level and brings realism to the game.

Improvements:

* The Platforms all being idle is somewhat boring and some should move around or disappear.

Person 4: Improvements:

* Add a menu to the game and show in game demo.

Person 5: Things they liked:

* The music in the background of the game, it brings a sense of being lost and makes the game scenario realistic.

Person 6: Things they liked:

* The Mc’s walking animation was great and in well made without any collision issues with the platforms.

Improvements:

* Vary some of the platform designs to make the scene more interesting.

Person 7: Things they liked:

* The puzzle mini game time limit brings a sense of challenge towards the player and can end up making mistakes.

Improvements:

* Add creatures/ enemies related to the scenery because the game does look like there’s no interaction with AI.

Person 8: Things they liked:

* The gameplay was clean and no clear bugs seen.

Improvements:

* Gameplay before finding creature and puzzle is pretty dull and there’s nothing else to do.

Person 9: Things they liked:

* Very creative artwork and clear commitment to group.

Improvements:

* Make game menu more colourful and appealing towards the player because its what they’ll first see when opening up your game.

Person 10: Things they liked:

* The platforms either elevate or disappear when touched.

Improvements:

* Hint to the player which platforms elevate and which disappear so then the player can prepare to move across them.