

Player feedback document

Player name: Curtis

Player age: 21

Players initial thoughts:

The first thoughts the player had about our game: I liked the layout and characters, intriguing.

Questions:

Upon loading into the level did you realise what your goal was? Not straight away but after a couple of minutes I did.

Would you want more hints to be added into the game? Yes, mostly about the controls.

Were you lost or did you feel confused / not sure what to do? Yes, to begin with but once i discovered how to control parts in the game, I knew what to do.

Suggestions:

Any suggestions the player has for our game:

Have a control panel.

Once you lose your lives, you go back to start or check point