Playtesting Form

1. What was your first impression, good or bad, of the game?

It was a bit chaotic, which added to the fun for me.

1. Were any rules or controls confusing during your play experience? (Please put a cross, X, in the corresponding box).

X

Yes No

If yes, please clarify which rules or controls were confusing

There were no instructions for the game

1. What did you like about the game?

The power ups were clear, in terms of their use and what they did.

The obstacles were well designed as it was clear what they all would do.

1. What would you change about the game?

The camera made it very confusing to see where to go, or where the power ups were and caused me to lose by walking into an obstacle.

1. How did your character’s movement speed feel? (Please put a cross, X, in the corresponding box).

x

Too Slow Just Right Too Fast

1. Do you remember what the following power up does? (Please put a cross, X, in the corresponding box).

x

Speed Boost Increase Mass Force Push

1. Did any power ups function differently to how you expected them too? In what way? (Example, the power up design indicated a different use).

no

1. Is there anything you think should be added to the game?

Different representation for the characters.

1. Is there anything you think should be removed from the game?

The anchor power up

1. Are there any other comments you’d like to add?

no