Playtesting Form

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

I got lost fast because I couldn’t figure anything out

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

I didn’t see any instructions

1. What did you like about the game?

It was chaotic and everything was moving fast, I had plenty of power ups to choose from

1. What would you change about the game?

I would spend more time balancing the physics and some work on the art and design

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).

I thought the power up with the ton would stop me from moving as well before I tried it because I couldn’t see any other type of power up.

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

I don’t think you need to add anything, fix what you have, I wouldn’t play it again because of the camera, it made it too confusing.

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

The camera movement, I think if should be fixed to show the whole area, when you want to make a fast paced game you can’t have a movable camera like that because it will move too fast and the players won’t be able to see anything.

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

Fix the camera and the lack of art and I think the game will be a lot better