Playtesting Form

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

I had no idea what was going on at the start, there were no instructions and I didn’t know which character I was.

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

The help button doesn’t even work

1. What did you like about the game?

I liked the artwork and design, it made sense to me as I could tell what will happen when I collided with the area. I liked that it’s fast paced, but the camera took away from it.

I liked the design of the power ups as well, it clearly said what it will do so I didn’t have to waste time figuring it out instead of paying attention to my surroundings.

1. What would you change about the game?

I would change the camera, I had no idea where I was going, if I didn’t know a power up was there I wouldn’t explore.

The area should make more sense, I didn’t really know why I was in an area that had lava, ice and a square bush all in one.

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 don’t see the point of having two similar functions, I was able to tell from the design what they would do but I didn’t see the point of having both of them in, I think the one that makes you heavier is more useful than the one that pins you in place for a bit.

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

A clearer screen so I can tell what I’m supposed to do and where I can go with ease without wasting time to figure my surroundings out.

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

One of the power ups, as I mentioned previously, didn’t go well with me.

I think you can do more with less, trying to balance out the main power ups better than adding more than necessary

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

No.