Playtesting Form

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

Visuals are extremely lovely, it could have small information screen on what is that I am to do but it is easy to catch on your own,

1. Were any controls confusing during your play experience? (pull and release, aiming).

x

Yes No

If yes, please clarify which controls were confusing

1. What did you like about the game?

The visuals, the loading screen is really nicely done and I just love how players have two opposite colours to recognise from

A little extra that I found extremely pleasant were petals following flying flower as well as little bounces they do upon falling on each other

1. What would you change about the game?

Hym, I don’t think of anything

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

Maybe an option for a single player or an information screen window of what the game wants from audience

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

Either the level difficulty or put a small locket over it to seem as it’s lock for now

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

As a Designer I think the game is well designed, Visuals are a highlight of game, smooth flying animation