Playtesting session of 24/04/2018

**Gender**: Female

**Age**: 37

**Occupation**: Cashier

**Positive Feedback:**

* Found the visuals to be rather pleasing to the eye, the simplistic geometry and garden like landscapes made them feel less pressured to do well and were able to colour at their own pace.
* Enjoyed the different visual feedback representations (Particle effects) of colour different objects. Felt as if they were doing more than just simply colouring an object, felt like they were bringing life to the world.
* Enjoyed having to interact with the cat to change colours. Found themselves talking to the cat when thinking about what colour they wished to use.
* Enjoyed the idea of being able to switch between levels at your own pace

**Constructive Feedback:**

* They wish the cat had more of a role, for example would talk back when colouring or choosing a colour.
* Certain objects to colour were rather hard to see, they blended in too much with colourless objects from behind.
* Certain objects were too small to see and were awkward to tap to colour.
* Would like a more of a variety of colours to paint with.

**Gender:**Female

**Age:**34

**Occupation:**Sales Supervisor

**Positive Feedback:**

* Like the previous play tester, they found the art to be appealing. They felt that the garden landscapes helped them feel relaxed while playing.
* Found that the garden landscape helped them be more creative with their colour choices as they stated that flowers and plants can be a range of different colours
* Enjoyed that the game was set at dusk. Along with lighting helped create a somewhat relaxing environment

**Constructive Feedback:**

* Although play tester stated that the garden environment helped them be more creative with their colour choices, they did state that they felt a lack of colour selection to truly back that statement up.
* Again, like the previous play tester mention, they said that the game would benefit from a zoom function, as some of the smaller objects to paint were somewhat a little difficult to tap.

Playtesting session of 26/04/2015

**Gender**: Female

**Age:**29

**Occupation:**Primary School TA

**Positive Feedback:**

* Enjoyed the simplicity of the controls. Weren't hard to grasp how to play the game.
* Found the games UI easy to understand, enjoyed that you had to interact with the cat to load up the games menu.
* Like the first play tester, enjoyed the different visual feedback representations (Particle effects) when tapping on different objects.

**Constructive Feedback**

* Found that they would have like an objective to work towards or at least been rewarded for completely painting a single island.
* Found that they also struggled to paint the small objects, as they were awkward to tap to paint.
* Found that they would have enjoyed it more, if they had more of a variety of colours to choose from.

**Gender:**Female

**Age:**42

**Occupation:**Sales

**Positive Feedback:**

* Found themselves naming the cat after their own, already knowing that the in-game cat mascot already has a name.
* Enjoyed the ability to colour freely, without having to follow a guide. Allowing them to feel as if they can express themselves.
* Liked the concept of floating gardens as environments, as gardening was also a hobby of a play testers.
* Enjoyed that you could switch between floating isles at your own pace.

**Constructive Feedback**

* Although clearly stating that she liked the ability to colour freely, she also said she would have liked to be rewarded in some manner of way for finishing painting an island.
* Would have liked to have more colours to choose from to paint. Mainly more obscure, dream like colours to really help create that dream scape environment.
* Would have like to be able to paint the other island although, liked that she had example to work from.