**Playtesting Feedback Form**

Age \_\_\_18\_\_\_

Gender \_\_\_\_Male\_\_\_\_\_\_\_\_

Was the game fun?

The game was fun to play and felt competitive and satisfying when I was doing well.

Did you understand how to play?

Yes, the rules are simple and intuitive. Text on some objects was unreadable but you learn what they do. Timer could’ve been more clear. Sometimes i would forget which style penguin I am, a graphic on my side of the screen or something to remind me at all times would be useful.

Did you understand the objective?

Yes

Was the length of gameplay too long, too short or just right?

Game length was fine (never got boring) although it was frequently ended by bugs instead of a player dying.

What was your favourite moment or interaction?

Trying to get through the more difficult obstacle arrangements.

What was your *least* favourite moment or interaction?

It bugged for a second and my opponent took two goes in a row

Was there anything you wanted to do that the game *wouldn’t* let you do?

Within he game’s ruleset i could do everything I wanted to.

Now that you have played the game, is there any information that would have been useful to you before starting?

Which side of the screen to tap. The first time I died was because I didn’t realise going off the bottom of the screen would kill me. Visual hierarchy should make the scores more visible