**Playtesting Feedback Form**

Age \_\_21\_\_\_\_

Gender \_\_\_male\_\_\_\_\_\_\_\_\_

Was the game fun?

No

Did you understand how to play?

Eventually, yes

Did you understand the objective?

After playing it a few times, yes

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

It seemed just right, not too long or too short, long enough for me to get somehwat invested but not oo long that i lost interest

What was your favourite moment or interaction?

When the platforms overlapped

What was your *least* favourite moment or interaction?

When the platforms were moving very fast and I had to focus more

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

Not really, no

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

How to play, the win/lose conditions, the way in which it needed to be played, what the power-ups did, when it would be my turn.