**Playtesting Feedback Form**

Age - 20-21

Gender - Female

Was the game fun?

Both players thought the game was fun, I noticed a bit of laughter within gameplay – especially when an opponent missed the platform and lost points. I also noticed laughter when platforms were at double speed, players found it challenging enough and had their full attention on tapping at the right time.

Did you understand how to play?

Neither players understood how to play when I handed the phone over to them. But they understood when I told them so all we need to add is an instructions screen. Players didn’t understand why their character changed in the next round – this is a bug we need to try and fix.

Did you understand the objective?

Neither players understood the objective until I told them what it was. This could also be fixed by having an instructions screen.

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

Both players thought that the gameplay time was just right, neither of them seemed to look bored.

What was your favourite moment or interaction?

One player mentioned how they liked the effect of each power-up and said it made the game more fun. The other player said they particularly liked the double speed power-up which made the game more challenging and interesting.

What was your *least* favourite moment or interaction?

One player said they didn’t like that the double speed power-up effected them as well as the opponent when they picked it up. This had a negative effect on the player and thought it was unfair. The other player mentioned how the obstacles seemed quite random which didn’t seem fair. It was difficult to see what the power-ups said, especially when the platforms sped up. The power-ups also seemed quite random which made it feel like the player missed an opportunity that the opponent had.

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

There were no comments on this question.

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

Both players said there should be an instruction screen so they don’t need to ask questions.

One player said how they would benefit from some visual feedback on whos turn it is at the start of a round. Also players were confused about whose turn it was when the character was knocked off a platform, there could be visual feedback such as “Try again!” for this situation.