**Playtesting Feedback Form**

Age – 19-22

Gender - Male

Was the game fun?

Both players thought the game was fun. One player liked that the game was competitive but seemed cooperative as they’re both trying to move the character forwards.

Did you understand how to play?

Both players understood how to play once I explained it to them. One player realised that points on the edge were more points but the opponent didn’t which was why there was a big score difference.

Did you understand the objective?

Both players understood that they were competing for points, but didn’t know there were rounds until I explained this.

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

Both players said that the gameplay time was just right. One player said that they didn’t realise there was a timer at first.

What was your favourite moment or interaction?

Both players said they liked that they could both move forward rapidly as the camera follows. This meant that both players could get a lot more points.

What was your *least* favourite moment or interaction?

There were no comments on this question.

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 they would like an instructions screen, especially to show what the power-ups do and that fact that points closer to the edges are worth more.

Additional Feedback

The power-ups are hard to analyse and understand what they do, especially when the platform is moving quickly.