**Playtesting Feedback Form – Week 6**

Age 21-23

Gender Male and Female

Was the game fun?

Some players thought the game was fun already, but could imagine it being more fun if some features were changed and added. One player said it wasn’t very fun, but thought it would be if the camera was quicker.

Did you understand how to play?

Players didn’t understand how to play and no one could figure it out. I had to explain that there were two sides of the screen they take in turns to tap.

Did you understand the objective?

Most players didn’t know what the objective was, but all players assumed they had to collect points and compete with the opponent.

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

One player said it was a bit too long because it took the players a long time before one missed the platform. Two players said that it was only a good amount of time because one player missed a platform and ended the game, but other times they played was too long because there was no end point. Other players weren’t sure about an answer because they chose to stop the game before either player missed a platform.

What was your favourite moment or interaction?

Two players liked that you could sometimes pick up two sets of points at a time. Other players mentioned that they liked it when the opponent missed a platform. Most players liked the double speed power-up because it made the game more challenging.

What was your *least* favourite moment or interaction?

One player mentioned how sometimes they didn’t collect any points, even thought they were really close to the edge, the character didn’t collide with the pick-up. Most players mentioned they were bored when they had to wait for the camera to catch up.

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

There wasn’t much feedback for this question, but one player said they’d like more choices of power-ups.

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

Instructions