**Playtesting Feedback Form**

(For Group Members)

Please fill this in to get a better idea of the player experience.

If players are happy to be filmed, take a video on your phone to record the play testing – we can refer to this for the rest of the project and will be good to add to our next presentation.

Date of play test –

17th April 2018

Play time –

One game

Final scores –

1-2 (Player 2 won)

Scores throughout the game (to monitor game pacing) –

Round 1 - 44/62 Round 2 - 50/73 Round 3 - 109/63

Player emotions (laughter, frustration, fiero, amusement, etc.) –

Frustration (bad) a double speed power-up effected the player as well as opponent

Any particular bad experiences the player has (confusion, boredom, etc.) –

Tapping same side of the screen in next round but it was the wrong character

“When do we win or lose?” – didn’t understand what the goal was

Any other useful info –

“Aw my character has got cute little wings!” – “Aw yeah mine has a little jetpack!” Players thought the character artwork was cute

Bugs –

Overlapping artwork, doesn’t happen every time

When a player goes onto a platform with two obstacles - ( \_o\_o\_) the player could collect the fish in the gap but was very difficult to try and get on the platform.

Penguin character hangs on to the edge making it look like it’s in the water