**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 –

3-0 (player 1 won)

Scores throughout the game (to monitor game pacing) –

Round 1 – 61/47 Round 2 – 73/56 Round 3 – 126/65

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

I noticed players were very focused on timing their tap, at first players took their time then they realised they could move forward rapidly. The players were still focused, but it also caused amusement when a player finally missed a platform.

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

Both players were confused when round 2 started, because the transition of the rounds was very abrupt. I had to tell both players that a new round had started. I think if we had a screen to say what round they players were on it would clear this confusion.

Any other useful info –