**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 – 13/03/2018

Play time – 30s - 2m

Final scores – 50/71, 26/34, 39/45, 27/22, 63/56

Scores throughout the game (to monitor game pacing) –

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

Players who played for longer, had more fiero and disappointment – the winner shouted ‘yes I won!’ while the opponent sighed ‘Oh I’m gutted!’ Players who played for less time (around 30 seconds), had less of an emotional reaction. I noticed tension when some players were faced with a double speed platform, they took longer to take their turn and gave a small gasp of relief when they got onto the platform.

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

Players were confused when they first saw the game, two players didn’t even try to do anything with the game and watched it until the game ended. Immersion was broken when players reached the top of the screen, as they turned to talk to each other, unrelated to the game.

Any other useful info –

I noticed how final scores showed that player 1 had an advantage because they moved first. We should find a way to make it fair, so players can compete fairly for who goes first. (Maybe they have to time their tap and whoever gets the highest score goes first)