

### Demo Day Notes Template

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#### **Which features of your project worked the best or were well received during the demo?**

The jump physics in the game gave a characteristic feel, even though it can be wonky at some moments. Another well-received feature was how the ghosts chase the player as they move, adding more challenge to the game.

#### **Which features of your project could be improved? Were there any features or interface elements that were difficult for users to figure out?**

In this game, you were able to jump through platforms, however it was difficult for some of the users to figure out. For example, on level 3, the player had to jump on multiple platforms that were directly above each other.

#### **Did you notice anything surprising or unexpected? Did users find any bugs?**

During the demo, the ghosts would sometimes twitch (constantly switch the direction they were facing). Another bug was that the users had a hard time walking on the small platform in level 3 because it did not sense them near the edges.