

Experiments	Which modes/parts of the game did you test? played a level	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	2/3
Comments	Any other thought you want to share with the developers -currently, the Ⓜ towers feel stinger than the Ⓟ towers since the fire missiles are guided -game already feels pretty polished	

Experiments	Which modes/parts of the game did you test?	
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Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3/3
Comments	Any other thought you want to share with the developers the jumpy feels bit a hard to navigate. But overall pretty good	

Experiments		
Evaluation: Controls	Controls work fine! (I still want to space to ↑)	3/3
Evaluation: Visuals	Sprites are nice. Cool projection in the back	3/3
Evaluation: Gameplay	Very fast paced (Either I'm a noob or same break-	3/3
Comments	Very Nice! Good job. in time should be there!	

Experiments	Which modes/parts of the game did you test? The all of it	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3/3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3/3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3/3
Comments	Any other thought you want to share with the developers It's a fun game 100%, would be neat if the bats attack the player too	

Experiments	Which modes/parts of the game did you test? The main game	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? Yes it worked good	3/3
Evaluat on: Visuals	Are the game visuals responsive to the game events? The with enemy movement	2/3
Evaluat on: Gameplay	Was the experience challenging/fun/...? Not enough coins yet	2/3
Comments	Any other thought you want to share with the developers	

Name	Student name
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Experiments	Which modes/parts of the game did you test? building towers, collecting coins	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers - change button for selling towers (very easy to build and instantly sell a tower) - make first wave easier. Greater coin drop chance. Very fun!	
Experiments		
Evaluation: Controls		2 / 3
Evaluation: Visuals		3 / 3
Evaluation: Gameplay		3 / 3
Comments	Controls were hard to grasp at first, maybe text saying real win to build towers	

Experiments	Which modes/parts of the game did you test? main game	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers - nice music - I played for 3 minutes straight - Maybe more challenging levels in the future. - some bugs at the end of the game.	

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Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	3 / 3
Team 6 Student Name: 60250157		

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Team 6 Controls have too much momentum - need tutorial screen		