

Administers:

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Keely Culbertson	Person 7 & 8
Ivan Leung	Person 9 & 10

Notes, Questions asked, Reactions, comments, timings:

1	<p>Read signs, destroyed barrels, went backwards at start, lost a lot of health on the first coin, wants mouse to be more sensitive, confused on first death, asked "is there stuff in the barrels", killed other village enemies easily, tried to climb up fire pillar, died in lava trail twice and went around, asked "do I have unlimited lives", shot all targets easily, asked "am I getting paid for this", tried to jump on plane, lost after shooting targets and getting jello, asked if there is a way to be faster, died in lava river twice, died in maze after running out of ammo, got lost in maze, clipped through walls in maze, died many times immediately in platforms, died on last vertical platform up (hit side), clenched knuckles after dying many times on platforms, fell through platform when landing, not a big fan of platforming, died on last leg of platforming and was frustrated, spammed jello end, 16 min init complete</p> <p>landed in middle for boss fight, phased through boss fight, took a little bit (~1 min) to shoot eyes, died and was frustrated to restart, began to rush the boss, kept slipping off of the refill stations, 6 mins boss</p>
2	<p>Turn up sensitivity? Like the squish sound, wanted to see if he could go in the woods, read titles of signs as part of instructions, kept trying to destroy barrels, thought barrels took too much, had trouble grabbing jello, loved fire, didn't notice player taking damage, tried to climb up pillar (clipped in), assumed he had to platform, died 5 times on first lava, can't see feet, interested in plane, fences too big, doesn't know how many targets have been hit, noticed flavor of jello!, tried to go in woods, music gives it a weird feel, clipped through maze walls, died in maze, got lost in maze, didn't notice fire pillars signaled completion, tried to go in woods, died on platforms, overwhelmed by snipers, sliding issue, what if ingredients weren't gotten?, didn't interact with jello. 15.5m completion</p> <p>After 4 minutes I told him to shoot eyes, felt no pressure from the boss, 4:30 completion. Wanted to be rewarded for winning</p>
3	<ul style="list-style-type: none"> - Only game played besides Wii is minecraft Dungeons (on Xbox) - Board fonts is hard to read - Didn't explain to use mouse to aim - Titles on boards aren't clear as titles - Collision on houses/bullets is a bit too big - Hard to perceive where player is (move camera back?) - Didn't notice ingredient counters until castle - Wanted counter on targets - Can slip between castle center and edges

	<ul style="list-style-type: none"> - Maze spawn detection is too wide, can hit without crossing lava entirely - Clipped out of maze - Glad that deaths aren't punishing - Prefers more aerial camera view - Platform slipperiness - Not used to "holding down" buttons - Spawned multiple ultra jams - Didn't know to grab ultra jello - Fell through acid in boss fight - Respawn button in pause screen?
4	<ul style="list-style-type: none"> - Hit castle load zone early - Hit main menu button accidentally, twice - add confirmation step? - Hovering on wall - Didn't read castle sign, was confused - Fire pits one-shot - Airplane collision/climbing is weird - Shooters can shoot through platforms - Can Skyrim-horse around lava - Likes fast running speed - Slide on platforms - Sign says ultra jello, not jam - Landed on middle platform of boss fight - Didn't notice how to damage boss
5	<ul style="list-style-type: none"> - Unbelievably fast, but space makes good use of it - Feels like sprinting at the speed of sound - Jello sounds are 'juicy' (uncomfortably moist) - Not very clear if enemy is hit - sound for when enemy is hit - Tutorial doesn't state to walk and pick up jello - Music is a bit loud - Respawn points teleported player to other area? - Kept climbing the mountains and fell off to their death - Can walk through instruction signs - Collider for plane is wonky - Can phase through some of the mountains - Phase through some platforms - The craft table thing can be triggered endlessly before the boss fight - Not clear to run up to the arena after interacting with craft table - Ground is more treacherous than enemies in boss fight <p>Main part 15min, boss fight 5 min</p>
6	<p>Smooth controls. Liked the sound of running. Music is a bit loud. Feels tricked by the camp fires. Gave up on the first lava pit after dying once. Castle walls aren't completely touching. Gets startled each time one of the level completion sounds happen. Reattempted the lava pit after finishing the castle and died multiple times. Easily</p>

	traversed the second lava. Clipped through walls of maze. Got lost in a maze. There's a random rock in the maze. Broke the maze? Decided to just run into walls until clipping through. Can't tell if they are hitting the enemy. First part: 30min . Phased through the bottom of the boss fight pit. 15 minutes boss fight . Got a bit motion sick.
7	<ul style="list-style-type: none"> - Mouse sensitivity as a setting - Didn't read instructions - How do I get my health back? - Was not forced to do yellow section, did blue and then purple and then green - Assumed that he had to kill the minions in order to kill the boss, not clear what the real objective is - Boss health bar - What does the red mean on the eyes? - Aggravating, but in a good way - Wasn't able to finish boss fight in 10 minutes - Blue: 11 min - Purple: 3 min - Boss: 10 min
8	<ul style="list-style-type: none"> - Do I shoot the coins? - Do I need the coins? - Got past the blue level - Hard to find all targets - Hard to tell what the objective was - Jumped around from section to section - Couldn't finish the game
9	Didn't know to chase the light after crafting ultra jam. Kept dying in lava pool parkour and it respawned him in front of the maze.
10	Didn't know he had to read the tutorial signs, so had no idea what to do. Didn't know to chase the light after crafting ultra jam. Didn't pick up drops on the floor since it was too dark. Kept going to the next level before finishing the previous. Didn't know that you had to collect 30 jello per level before moving on. Kept moving while falling into a boss fight and landing into acid.
11	<ul style="list-style-type: none"> - Mouse sensitivity - adjustable? - Text hard to read from a distance - Thought save points were last ammo refill - Missed castle sign, and actually just skipped it all - Wants camera to pull back - Respawns should have set orientation - Boss fight music is quieter than main scene? - Clipped through boss floor - Short jump recharge time to prevent Skyrim mountain-ing?

