1) Feedback Framework

Observation → Impact → Suggestion (OIS)

Step	Description
Observation	Describe what is happening in the prototype objectively, without judgment.
Impact	Explain how this affects gameplay, player experience, or production.
Suggestion	Propose a concrete, actionable improvement or alternative.

2) Example of Constructive Feedback

Feature: Player Jump Mechanic

- **Observation:**
  The jump height feels inconsistent, especially when the player presses the jump button quickly.

- **Impact:**
  This makes platforming feel unreliable and increases player frustration during precision sections.

- **Suggestion:**
  Add a short jump buffer or fixed jump height to improve consistency and player control.

3) How Feedback Is Received & Applied

1. **Collection**
    - Feedback is shared during weekly playtest sessions or written in the task board.
    - Only gameplay-related feedback is accepted during feedback rounds.
2. **Review**
    - The Producer moderates feedback discussions.
    - The Designer evaluates gameplay feedback.
    - The Developer evaluates technical feasibility.
3. **Decision**
    - Feedback is classified as:
        - **Apply immediately**
        - **Backlog**
        - **Reject (with reason)**
4. **Iteration**
    - Approved feedback becomes a task with an owner.
    - Changes are tested in the next build.

4) Preventing Personal or Negative Feedback

- Focus on **features**, not people
  (“The mechanic feels slow” instead of “You made it slow”)
- Use neutral language and evidence
  (playtest results, observations, recordings)

- Avoid absolutes
  (No “always”, “never”, or “bad design”)

- One moderator (Producer) ensures tone stays constructive

- Feedback sessions are **time-limited** to avoid emotional escalation