

1.

I did enjoy playing all of the mini games and attempt to best my score, but I found the car game to be an absolute death sentence no matter how many times I tried the game.

2.

The canvas page is visually appealing and each of the individual mini game background images are also visually appealing. To the left and right of the game are a lot of white space for some reason and the canvas element has a white space on top that does not match the bottom or vice versa. The images and their contents are readable but there are times in which the transition period between images and text then game is too small make sense of what the text should be. For my first play through, I was quite overwhelmed and was not really sure what to do.

3.

The overall motivating factor was score and I sought to improve my score after multiple play throughs. I had one issue with the jump over the car game because the car moved so fast, I basically had little time to process what was going on and so I would always lose a life on that game so my score was typically capped at 10.

4.

I found the gameplay to be sufficiently complex and the mini game types varied greatly and had different outcomes that made them interesting. The speed increase was a great touch in which it challenged me to react quickly.

5.

There was one apparent bug regarding the apple drop and barrel catch game in which if you move the barrel with mouse as far right as possible, the image would be halfway off the screen. It only happened once and I wasn't able to repeat it because the level played through so fast but on the jump over the car game, I jumped early and landed on the car and I think I ended up winning it.