1. **Initial Reactions**
2. **Did the controls match your expectations? How intuitive was your experience?**
3. **What kind of genre do you think our game is?**
4. **Is there anything that feels out of place about the gameplay?**
5. **Is there anything you wish you could do in this game that you can’t?**
6. **What interactions did you find most satisfying”**
7. **What interactions did you find least satisfying?**
8. **If you could make any changes right now what would they be?**
9. **Bonus Question: Does everything in the HUD feel appropriate and clear for the game you’re playing?**

Playtester 1:

1. Positive reactions. Wanted more feedback from the actual grapple and a clear end goal. Felt that the mid-air jump killed too much momentum.
2. Controls were standard for expectations.
3. Parkour/spiderman PS4
4. The jump mid-air
5. Combat/obstacles would be nice
6. When you get going quickly.
7. The jumps
8. See above

Playtester 2:

1. Confused, lacking in a clear point or goal
2. Not intuitive, no easy way to know where you’re supposed to be going or doing
3. Platformer?
4. There is no real feeling to anything, moving, grappling, etc.
5. Fight or explore.
6. Going fast.
7. The purposelessness
8. Add a game mode or something to do

Playtester 3:

1. Interested, underwhelmed? Felt more excited watching others play.
2. Controls felt lacking, way to speed up or push back during grapple?
3. Unsure
4. The actual grapple compared to the terrain
5. More “High flying” maneuvers (Subject wanted to be able to fall to death)
6. Whipping around with a lot of momentum.
7. When you clip through the terrain because you were so fast.
8. New maps and collectibles!

Playtester 4:

1. Lukewarm, too soon to tell.
2. Wished for a different controller, doesn’t like Mouse+keyboard.
3. Collectathon/old school platformer mash-up
4. No meaningful run
5. More movement options beside grapple, or ways to augment it
6. Getting really high up after gaining a lot of force
7. Being forced to just wait until you fall after jumping a little too high
8. Obstacles (floor is lava?)

Playtester 5:

1. Bland. Difficult time discerning much without colors or textures.
2. No comment.
3. High-octane combat.
4. The mid-air jumps
5. Fighting or bullets (a way to impact other players)
6. Hitting a grapple at the edge of your range.
7. Missing said grapple.
8. Multiplayer and fighting.

Playtester 6:

1. Didn’t know what to expect upon seeing the demo.
2. Controls were passable.
3. 3D Platformer
4. No slide
5. Enemies or some form of hazard
6. Not a lot of good feelings, just “interesting”
7. When you’re stuck in the air without anything in range to grab.
8. A quickfall mechanic.

Playtester 7:

1. Cool? If a bit bare bones.
2. Missing a lot (Run, Slide, Sprint, Speed grapple??)
3. “Apex Legends pathfinder free-for all”
4. A lack of movement variety.
5. More manners to get around the map at high velocity.
6. Avoiding falling off the map at the last second.
7. Clipping through the stage.
8. Something to prevent you from falling off or clipping through the world.

Playtester 8:

1. Missing “charm”
2. Fine. Not exceptional but not confusing, figured it out quickly.
3. Unsure. (When pressed to give an answer, they guessed a superhero game)
4. Too little to tell what doesn’t feel right.
5. Colors to give a consistent tone.
6. No answer.
7. The jump.
8. Animation.

Playtester 9:

1. No reaction.
2. Intuitive but bare.
3. Platformer/Parkour action.
4. The environment.
5. “Some ledges or something??”
6. No response.
7. Flying off the stage.
8. Colors, feedback, goal.

Playtester 10:

1. Excited (based on the description given of product)
2. Simple, but effective (doesn’t like console controllers, glad to have mouse)
3. 3d platformer (compared to “Prince of Persia” ish gameplay)
4. The lack of an obvious range for grapple.
5. Way to adjust sensitivity.
6. Landing a lot of successive grapples.
7. MIssing a grapple you thought you had the range for.
8. More maps and modes.

Playtester 11:

1. Intrigued, but lacked information to really be excited or not.
2. Fine as is.
3. Party free-for all
4. The speedometer/compass.
5. A “Speed boost” for after jumping, A way to brake but not totally stop..
6. Getting the speedometer to bury the needle.
7. How much speed you lose when jumping.
8. Same answer as the “Wish”

Playtester 12:

1. Fun swinging around but objective was unclear.
2. I guess, most of what I expected to happen when I pressed a button happened when I pressed the button.
3. Platformer or racing game.
4. Movement felt great sometimes and super sticky other times. Like if im swining in the air everything is fine but if i'm running and jumping i feel like i'm being pulled towards the ground or the wall.
5. I wish I could finish it (No true end state)
6. The movement when swinging
7. The movement when doing anything other than swinging.
8. It's hard to tell what can be reached and what can’t. I’d wanna make the length of the grapple ability more clear.

Playtester 13:

1. Confused
2. Controls where simple and familiar
3. Open world platformer
4. Movement was stiff on the ground and floaty in the air.
5. Adding a 3rd person mode would be cool, I like to be able to see my own character.
6. I like the swinging and increased momentum from swinging. I don’t have a reason to run at all.
7. The big collectables (Checkpoints) aren't satisfying at all. The don’t make a noise when you reach them and they don’t even go away. Also a longer grapple would be nice.
8. A sprint option and more air control when falling.

Playtester 14:

1. Curious and intrigued
2. Grappling and controls feel fine, but movement feels sticky like i’m be pulled by something.
3. Feels like an open world platformer or adventure game.
4. Movement feels to limited and there was no feedback visual or audible.
5. Swinging mostly felt good, but the grappling could be a bit tighter and cleaner. See how close you can get it to feeling like titan fall’s.
6. Walking speed felt slow in comparison to the other movement opens. I want a reason to use my feet to sometimes.
7. More space, the play area feels really tight and small. You got a lot of map you have no incentive to see.
8. Some sounds, some stimulation, any feedback visual or audible would completely shift the experience
9. . The crosshair is easy to miss and sometimes twitches or breaks from center screen. The meaning of the blue bar has no clear meaning from the start of the game.

Playtester 15:

1. Confused
2. took a while to figure out how to toggle between swing and pull. need something to show when the toggle is hit. Lb should not be swing!
3. A special puzzle game or adventure game.
4. no air control feels funny. if your walking and jumping it feels like your sticking to something but it's fine if you can keep swinging.
5. the swing option doesn't start with momentum. I expected something more like spiderman.
6. the swing is fun when you get it down.
7. Walking is so slow and feels useless. maybe you could add a sprint option.
8. swinging needs to add momentum. needs more terrain, its really easy to fall off the world right now.

Playtester 16:

1. I just want to know how it all works.
2. took a while to figure out how to toggle between swing and pull. need something to show when the toggle is hit. Lb should not be swing!
3. A spacial puzzle game or adventure game.
4. no air control feels funny. if your walking and jumping it feels like your sticking to something but its fine if you can keep swinging.
5. the swing option doesn't start with momentum. I expected something more like spiderman.
6. the swing is fun when you get it down.
7. Walking is so slow and feels useless. maybe you could add a sprint option.
8. swinging needs to add momentum. needs more terrain, it's really easy to fall off the world right now.

Playtester 17

1. Indifferent
2. A was in fact jump. didn't really use the swing much, just kinda pulled along. Controls spread out a bit to much. rb and rt should be for the hook in my opinion.
3. its a race
4. the jump kills your momentum, that feels out of place.
5. bunny hopping, longer grapple distance, to spread out once you're off plato. Check point meter is unclear. its just a blue bar that fills up. I get nothing from that.
6. Sliding while grappling feels interesting. wish their where more slopes to capitalize on that but feels pretty neat right now.
7. The double jump stops all of your forward momentum. it feels bad man.
8. make the grapple longer or make the terrain smaller

Playtester 18

1. Confused
2. Yes, but it was hard to realize that the trigger would be the hook
3. thought it was a racing game at first but it started to feel like an adventure game.
4. climbing with just jump was weird. the hook was interesting though.
5. some sort of mini map feature would be good. i tried to get a higher view point so i could know my position. Ui was easy to follow, but bar reason confusing at first.
6. the grapple was fun to play with. it was interesting at least to get where I want.
7. not much information
8. Gravity feels really weak (floaty) don't feel like you have to follow the path

Playtester 19

1. Engaged
2. They were better than i thought, i expected to not be able to move.
3. desert survival.
4. The black ball is unclear for a bit.
5. make the balls go away after crossing them.The blue bar is unclear and the speedometer made me expect a car. add a flag to the top of speedometer for feedback.
6. Playing with the grapple is the most satisfying part of the experience. the physics feel really good.
7. parts of the map felt pointless, like the bones draw your attention but nothing happens with them.
8. add clouds.

Playtester 20

1. Bored, goal isn’t clear from the start of the game.
2. It seemed a bit sticky. Button layout was fine.
3. Platformer.
4. I feel like the character needs to move better than this. They fall really slow too.
5. Maybe sprint, the walking is really bad.
6. I don’t know dude… Maybe the swinging part?
7. Definitely those blue ball pickups. The bar on the side got bigger when I went through but the balls stayed. Made it really hard to find the one I missed.
8. I’d focus on making the game playable. I’d probably complained less if I had the goal explained before jumping in.

David’s Feedback

* Goal unclear from the start of the game, high priority, fix this!
* Add feedback for all button clicks!
* Make sure you can start the game with the controller.
* Add camera animation for and effects for slide.
* Add feedback for X falling action.
* Movement feels robotic and unnatural. Take that into consideration when seeking to improve the movement.