

|                             |   |         |
|-----------------------------|---|---------|
| Name                        | Student name<br>Team 7  |         |
| Experiments                 | Which modes/parts of the game did you test?<br>lots of levels |         |
| Evaluat on: <b>Controls</b> | Were the game interact ons/transit ons appropriately smooth?  | 2.8 / 3 |
| Evaluat on: <b>Visuals</b>  | Are the game visuals responsive to the game events?           | 2.9 / 3 |
| Evaluat on: <b>Gameplay</b> | Was the experience challenging/fun/...?                       | 3 / 3   |
| Comments                    | Any other thought you want to share with the developers       |         |

|                             |  |         |
|-----------------------------|--|---------|
| Name<br>Mystic Crusaders    | Student name<br>Team 7                                       |         |
| Experiments                 | Which modes/parts of the game did you test?                  |         |
| Evaluat on: <b>Controls</b> | Were the game interact ons/transit ons appropriately smooth? | 3 / 3   |
| Evaluat on: <b>Visuals</b>  | Are the game visuals responsive to the game events?          | 2.5 / 3 |
| Evaluat on: <b>Gameplay</b> | Was the experience challenging/fun/...?                      | 2.5 / 3 |
| Comments                    | Any other thought you want to share with the developers      |         |

|                             |  |       |
|-----------------------------|--|-------|
| Name                        | Student name<br>Mystic Crusaders   |       |
| Experiments                 | Which modes/parts of the game did you test?<br>Level 1-4, tutorial, shop   |       |
| Evaluat on: <b>Controls</b> | Were the game interact ons/transitions appropriately smooth?   | 3 / 3 |
| Evaluat on: <b>Visuals</b>  | Are the game visuals responsive to the game events? - pixel effects cool<br>- nice pixel art                               | 3 / 3 |
| Evaluat on: <b>Gameplay</b> | Was the experience challenging/fun/...?  | 3 / 3 |
| Comments                    | Any other thought you want to share with the developers<br>Fun experience, easy to get into.<br>Sidekick Phoenix was cool. |       |

|                             |  |       |
|-----------------------------|--|-------|
|                             | Student name<br>#7 Mystic Crusaders  |       |
| Experiments                 | Which modes/parts of the game did you test?<br>Tutorial, 3 levels gameplay   |       |
| Evaluat on: <b>Controls</b> | Were the game interact ons/transit ons appropriately smooth?   |       |
| Evaluat on: <b>Visuals</b>  | Are the game visuals responsive to the game events?  | 2 / 3 |
| Evaluat on: <b>Gameplay</b> | Was the experience challenging/fun/...?  | 3 / 3 |
| Comments                    | Any other thought you want to share with the developers<br>Lots of level up elements<br>Ran smooth, was cool that they used version control.<br>Controls could have been smoother, AI was good though. |       |

|                                 |   |                |
|---------------------------------|---|----------------|
| Name<br><i>Mystic Crusaders</i> | Student name  |                |
| Experiments                     | Which modes/parts of the game did you test?<br><i>Main mode</i>   |                |
| Evaluat on: <b>Controls</b>     | Were the game interact ons/transit ons appropriately smooth?  | <i>2.5 / 3</i> |
| Evaluat on: <b>Visuals</b>      | Are the game visuals responsive to the game events?   | <i>3 / 3</i>   |
| Evaluat on: <b>Gameplay</b>     | Was the experience challenging/fun/...?   | <i>2.5 / 3</i> |
| Comments                        | Any other thought you want to share with the developers<br><i>Pretty cool. Some jittery collisions. Good framework to keep building</i> |                |