

Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluate on: Visuals	Are the game visuals responsive to the game events?	2 / 3
Evaluate on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers unique gameplay (ideas)	

Experiments	Which modes/parts of the game did you test?	All
Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluate on: Visuals	Are the game visuals responsive to the game events?	2 / 3
Evaluate on: Gameplay	Was the experience challenging/fun/...?	2 / 3
Comments	Any other thought you want to share with the developers can be improved.	

Experiments	Which modes/parts of the game did you test?	one level
Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluate on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluate on: Gameplay	Was the experience challenging/fun/...?	2 / 3
Comments	Any other thought you want to share with the developers feel much sense of accomplishment yes, challenging but then doesn't	

Experiments	Which modes/parts of the game did you test?	high level
Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
Evaluate on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluate on: Gameplay	Was the experience challenging/fun/...?	1 / 3
Comments	Any other thought you want to share with the developers A my or we level would make it more fun, to. 6/17	

Experiments	Which modes/parts of the game did you test?	playability
Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	1.5 / 3
Evaluate on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluate on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Good level of challenge seems to lag a bit when mouse is clicked	

Experiments	Which modes/parts of the game did you test?	
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Evaluate on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers Any other thought you want to share with the developers	

Experiments	Which modes/parts of the game did you test?	
Evaluate on: Controls	Were the game interact ons/transit ons appropriately smooth?	3 / 3
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Comments	Any other thought you want to share with the developers maybe more type of terrain? Good work!	

Experiments	Which modes/parts of the game did you test?	
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Evaluate on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers fun game	

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Comments	Any other thought you want to share with the developers - UI! - scoring w/ no reset - jump - double jump needs more learning curve - textured hero needs mesh? - end goal! - enjoying the game so far :)	