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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name:** Luis Cabrera | | | | | | | | |
| **Age:** 21 | | | | | | | | |
|  | | | | | | | | |
| What was your first impression of the game? | | | | | | | | |
| Comments:  Fun game with potential. | | | | | | | | |
| Rate the Game Overall: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments:  The game has a comedic theme that is enjoyable but very barebones overall. | | | | | | | | |
| Rate the Game’s UI: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  Easy to navigate and aesthetically appropriate to the theme of the game. | | | | | | | | |
| Rate the Game’s Controls: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments:  Responsive controls and easy to point and shoot. | | | | | | | | |
| Rate the Game’s Art Direction: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  The theme and art style are great in my opinion. | | | | | | | | |
| Please Rate the Game’s Gameplay: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  While the explosions are exciting the gameplay starts to get repetitive quickly. | | | | | | | | |
| Please Rate the Game’s Story: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments:  Has potential but not very well expanded, theme is great but story feels like a side thought. | | | | | | | | |
| Please Rate the Game’s Sounds/Music: | | | | | | | | |
| **Bad OK Great** | | | | | | | | |
| 1 2 3 4 5 | | | | | | | | |
| Comments:  Catchy music but doesn’t seem to fit the theme very well. | | | | | | | | |
| If you could change/add anything in the game, how would you make it better? | | | | | | | | |
| Comments:  Friendly NPC’s that could add story dialogue, hints, jokes, etc. A burrito bandit themed aiming cursor. | | | | | | | | |