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| **Name:** Paul Pfaff <Paul.42@gmail.com> | | | | | | | | |
| **Age:** 31 | | | | | | | | |
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| What was your first impression of the game? | | | | | | | | |
| Comments: Loved the name. Liked the concept, fun & amusing game. Liked the explosion graphics, shots travelled through walls, but player sprite collisions were correct. | | | | | | | | |
| Rate the Game Overall: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: 3 – Okay: Fun, enjoyable, I played it a few times for amusement, good length, good for a laugh. Nice concept. | | | | | | | | |
| Rate the Game’s UI: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: makes sense, no frills and works alright. Can tell what health level is | | | | | | | | |
| Rate the Game’s Controls: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: Controls work, no frustration, firing at enemies had satisfying hitbox/etc. | | | | | | | | |
| Rate the Game’s Art Direction: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: Cute, amusing. Sprites are nice, buildings could use some work/fleshing out. | | | | | | | | |
| Please Rate the Game’s Gameplay: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: nice mechanics, engine works as expected, beating enemies is fun, ai pathing is working, adding in buildings adds some nice touch (adding bottlenecks, etc) | | | | | | | | |
| Please Rate the Game’s Story: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: Player has some dialog (Gazing into the sunset, etc.) could use a quick intro ‘get chili peppers!’ | | | | | | | | |
| Please Rate the Game’s Sounds/Music: | | | | | | | | |
| **Bad OK Great** | | | | | | | | |
| 1 2 3 4 5 | | | | | | | | |
| Comments: Action music loop sounds alright, shooting/hitting sounds are there, letting you know that you’ve done things, etc. | | | | | | | | |
| If you could change/add anything in the game, how would you make it better? | | | | | | | | |
| Comments: add doors, another enemy type/mechanic (ranged enemy that fires slowly?) add different gun power ups (rapid-fire perhaps?) quick intro would help (‘get chili peppers, shoot all enemies’) | | | | | | | | |