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| **Name:** Jess Purcell | | | | | | | | |
| **Age:** 29 | | | | | | | | |
|  | | | | | | | | |
| What was your first impression of the game? | | | | | | | | |
| Comments: Character movement was very intuitive, however the goal of the game was not Cleary explained. | | | | | | | | |
| Rate the Game Overall: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: Quick, fun to play. Not a lot going on, but functions so well that it’s nice to play. | | | | | | | | |
| Rate the Game’s UI: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: More explanation needed for the goal of the game and how to play. | | | | | | | | |
| Rate the Game’s Controls: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: very inuitive | | | | | | | | |
| Rate the Game’s Art Direction: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: I loved the floppy bean things. The level was easy to get lost in, lacks a sense of place outside of the main village. | | | | | | | | |
| Please Rate the Game’s Gameplay: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: Easy to play, and surprisingly engaging despite it’s simple concept. | | | | | | | | |
| Please Rate the Game’s Story: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: I don’t feel the story was told at all. | | | | | | | | |
| Please Rate the Game’s Sounds/Music: | | | | | | | | |
| **Bad OK Great** | | | | | | | | |
| 1 2 3 4 5 | | | | | | | | |
| Comments: Sounds were fairly generic. | | | | | | | | |
| If you could change/add anything in the game, how would you make it better? | | | | | | | | |
| Comments: More effort put into explaining how to play, etc. | | | | | | | | |