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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name:** Kevin Healy | | | | | | | | |
| **Age:** 26 | | | | | | | | |
|  | | | | | | | | |
| What was your first impression of the game? | | | | | | | | |
| Comments: That the art style of the ground was to different from everything else | | | | | | | | |
| Rate the Game Overall: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: | | | | | | | | |
| Rate the Game’s UI: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: The lives weren’t labeled but was still fairly obvious what they were | | | | | | | | |
| Rate the Game’s Controls: | | | | | | | | |
| **Bad** |  | | **OK** | | |  | | **Great** |
| 1 | 2 | | 3 | | | 4 | | 5 |
| Comments: | | | | | | | | |
| Rate the Game’s Art Direction: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: I didn't like the ground texture being so different, but I did like the occasional comments the character made. | | | | | | | | |
| Please Rate the Game’s Gameplay: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: | | | | | | | | |
| Please Rate the Game’s Story: | | | | | | | | |
| **Bad** | |  | | **OK** |  | | **Great** | |
| 1 | | 2 | | 3 | 4 | | 5 | |
| Comments: Not realy much of a story, but this didn't need much of one. | | | | | | | | |
| Please Rate the Game’s Sounds/Music: | | | | | | | | |
| **Bad OK Great** | | | | | | | | |
| 1 2 3 4 5 | | | | | | | | |
| Comments: | | | | | | | | |
| If you could change/add anything in the game, how would you make it better? | | | | | | | | |
| Comments: Either make the staircase usable or remove it. | | | | | | | | |