

Experiments	Which modes/parts of the game did you test? <i>Minimal Playability</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth? <i>Controls intuitive</i>	<i>3/3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events? <i>Visuals are good</i>	<i>3/3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...? <i>Maybe a bit hard with ghosts always chasing you.</i>	<i>2/3</i>
Comments	Any other thought you want to share with the developers <i>Adding cones of vision from or something else to make it easier to evade ghosts would be helpful.</i>	

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Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>3/3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events?	<i>3/3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...?	<i>2/3</i>
Comments	Any other thought you want to share with the developers <i>#5</i> <i>Not enough gameplay, tasks not clear But great UI tho.</i>	

Experiments	Which modes/parts of the game did you test? <i>The all of it</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>2/3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events?	<i>2/3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...?	<i>3/3</i>
Comments	Any other thought you want to share with the developers <i>There was some 14 FPS delay, but I'm sure that will get fixed</i>	

Experiments	Which modes/parts of the game did you test? <i>Exploring and fun</i>	
Evaluation: Controls	<i>smooth</i>	<i>3/3</i>
Evaluation: Visuals	<i>Good design and light</i>	<i>3/3</i>
Evaluation: Gameplay	<i>The map is still simple</i>	<i>2/3</i>
Comments		

Experiments	Which modes/parts of the game did you test? <i>minimal playability</i>	
Evaluat on: Controls	Were the game interact ons/transit ons appropriately smooth?	<i>3/3</i>
Evaluat on: Visuals	Are the game visuals responsive to the game events? <i>more interesting animations</i>	<i>2/3</i>
Evaluat on: Gameplay	Was the experience challenging/fun/...? <i>too challenging escaping from ghosts</i>	<i>2/3</i>
Comments	Any other thought you want to share with the developers	

Experiments		
Evaluation: Controls		3 / 3
Evaluation: Visuals		3 / 3
Evaluation: Gameplay		3 / 3
Comments	- main player sprite was really cute! - darkness makes it challenging/fun	

experiments	explore the map, hide	
Evaluation: Controls	- other key bindings would be nice, WASD for movement with E as interaction is a bit cramped for me	3 / 3
Evaluation: Visuals	- light effect is nice, but should prob hide in the chest	3 / 3
Evaluation: Gameplay		3 / 3
Comments		

Experiments	Movement controls, interacting with objects (E)	
Evaluation: Controls	Smooth movement	3 / 3
Evaluation: Visuals	A bit dark, even with the illumination on my character	2 / 3
Evaluation: Gameplay	Chasing ghosts were tricky, overall fun	3 / 3
Comments	I like it! Would like to fight back against ghosts.	

Experiments		
Evaluation: Controls	Nice and smooth but sometimes	3 / 3
Evaluation: Visuals	Nice.	3 / 3
Evaluation: Gameplay	Good.	3 / 3
Comments		

Experiments	which modes/parts of the game did you test?	
	Team 5. Walking, avoiding enemies, interacting with them.	
Evaluat on: Controls	Were the game interactions/transitions appropriately smooth?	3 / 3
Evaluat on: Visuals	Are the game visuals responsive to the game events?	3 / 3
Evaluat on: Gameplay	Was the experience challenging/fun/...?	3 / 3
Comments	Any other thought you want to share with the developers	

Experiments	good beautification.	
Evaluation: Controls	go up/down/right/left	3 / 3
Evaluation: Visuals	good.	3 / 3
Evaluation: Gameplay	good	3 / 3
Comments	may be more physic of the player? and more assets.	

Experiments		
Evaluation: Controls		3/3
Evaluation: Visuals		3/3
Evaluation: Gameplay		2/3
Comments	Team 5 Need more interactions	