**Playtesting Second Pass Feedback Form**

Note: 2nd Challenge not complete (large area through door 2), if you haven’t, please test the functionality of the push/stop pushing mechanic on the white block (“L” key to push and stop pushing)

Sub Boss and Boss not active

Crystal Shards not active to collect (Blue Orbs)

1. Difficulty on a Scale of 1-10?

Additional Feedback on question 1:

1. Ease of Navigation around the Map on a Scale of 1-10 (Could you tell where to go)?

Additional Feedback on question 2:

1. How natural were the controls to use on a Scale of 1-10?

Additional Feedback on question 3:

1. Any additional feedback or glitches?