Test in what form at	Any issues with performance (player? obstacles? music?)	How intuitive did you find the game controls?	any suggestion about making the game more intuitive?	How engaging or enjoyable did you find the gameplay overall?	Were the visuals (graphics, animations, effects) clear and appealing?	Any suggestions (development? aesthetic?)
in Unity Editor	absolutely nothing just my own skill issue	5	more levels it's so fun! also no colors 😍	5	very simple and efficient, I would suggest a cuter design 😍	Hire an artist so it's more unique
in Unity Editor	I didn't see a swap button initially because it was small and didn't stand out, therefore I was stuck and confused	3	I'd like it better if the game was more interactive and the buttons should stand out more. Also the tutorial should be more informative.	5	It's simple and efficient but doesn't stand outna lot. It reminds me of a cool math game. I think if you find a designer or hire an artist it would look more aesthetically appealing.	More levels please! Also you should include a keyboard command for swapping and perhaps a timer and a leaderboard in the future :) or make it a multiplayer game with scores. And customizable characters. Or also different game modes such as single player, multiplayer, and swapped game modes where one person can trade or control swaps
in Unity Editor	Switch button was a little confusing there was nothing letting you know what to do with it at first	5	Adding more levels! Make it more fun! The game is very addicting I'd definitely play more of it!	5	Yes they were!	Do something about that switch button maybe make it so you can press the spacebar to switch it and add it to the tutorial!

This set of testers tested out the game in the unity editor as they were in person for the testing, often exchanging ideas and thoughts during the feedback. But some main pain points were the swap button in level 2 as the tutorial in the main menu isn't explicit on the button and it wasn't eye catching. Leading to them needing instructions once they reach the level. Another common suggestion was to add levels, as they both completed the game rather fast. Aside from those trends, it was to hire an artist since the vibes were giving cool math games, change the switch button to the space button, improve the tutorial and add new features to future levels.

My findings differ slightly from the AI chat as I actually got to understand why they wrote down certain answers. For example the intuitiveness of the game should be way lower but due them being my friends and over compensating they were too positive in certain regards. Also it took hiring an artist too literally as my friend just wanted an excuse for me to "hire" her. But aside from their trend/notes it took more into consideration were feature requests, as they are considering a 100% completed game and not a 80%.

https://chatgpt.com/c/692c6b04-bacc-8332-a629-f4f306676a9a