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In Game Observation	Doesn't know the objective Fleas are creepy Bouncing between things kills	Lasers got out of hand Randomness of lasers got him Got stuck sometimes at left edge	Too many lasers	Too easy, breezed through it	Feels like you can't move when spinning Played until win	Wants to go faster Get's stuck at left edge again!! WHY	Confused about moving at beginning Tried to attack	Tried to press other buttons when dying Snowballs fast Once you get stuck, you kinda dead	The bouncing between	None
In Game Questions	Thought monsters would shoot Spinning was confusing	None	None	None	How to move? Is this supposed to be happy? (Zero gravity) Random lasers good	Can I kill the monsters?	Can I attack? Nobody likes the flipping What keys to use Is there an end? A goal? Wish she could attack Likes smooth movement	What is the objective?	What do I have to do	How do I move? Can I shoot? How do I win?
What was your first impression?	Flappybird-esque	Thought it looked really good, pixelated rat was cool Controls clunky	Graphics don't agree	Looks weird	Looks terrible	Saucy	Confusing at first, didn't know what buttons to press	Kinda reminds her of the dinosaur jumping over the cactus game on google	WOW Super cute	What is this game? Doesn't look well-made
How did that impression change as you played?	Mouse is cute	It didn't	It didn't	Still looked weird	Still looks terrible	Less saucy. Kinda repetitive	Once she figured out sparrow wasn't a button, she used arrow keys and figured it out	Nope	Got frustrated because	Lasers are cool Fleas are scary
Was there anything you found frustrating?	Dying was frustrating	Controls Thought lasers would be regular	Movement wasn't smooth	Nothing	Movement hard, but part of game	The left edge is annoying	YES the timing of the lasers was random!! Slowing down too slowly	Controls slow to respond	The whole gameplay	Bouncing between enemies
Did the game drag at any point?	No	No	Nope	No	What does that mean?	When I got stuck at left edge	Nope	No	Not really	When I got trapped between a laser and the wall
Was there particular aspects that you found satisfying?	No	Stopping just before hitting a laser	Nope	No	No *laughs*	When you unthrottled the speed, going fast was mad dope	Every time she passed a laser or a bug	Getting through obstacles without getting hit, cute mouse	Liked the way the rat jumps	Escaping that trap
What was the most exciting moment in the game?	Bouncing back and forth and dying	When he found that sliding across the top of the screen made the game easier	Game over screen	Getting to the end	None	Seeing the red background that meant the last part of the level	When she saw the background change color and then the WIN	Dying, as health went down it got more stressful	When she kept dying	When I was down to my last health
Did the game feel too long/short/perfect?	No comment	Just about right	It was fine	It was fine	Fine	At 900 speed, too short. At regular, a bit long	Just fine	Not long	It was fine	Too long
Describe objective of game	Last as long as possible?	Get as far as possible	Survive	Get to spaceship at the end	Survive	Get to the end	Leave the spaceship	Get through all the obstacles	Rat friend tries to get	Win
Was the objective clear at all times?	Not in the beginning	Yeah	Yeah	Only at the end	Not actually at all	No, only after getting to the end	Nope	Yeah	yes	No
What types of choices did you make during the game?	Slow down, speed up to avoid obstacles	Decide how fast to move,	How fast to move	Dodge enemies	When to move or not	Stay in a line or move up and down	Take it slow, don't hover in middle because too many directions to worry about	To go or not, dealing with the lag	No choices, only instinct	Speed, dodge up or down
What was the most important decision you made?	No idea	where to be on screen to maximize survival	Speed of the rat	None	When to move or not	Where to vertically align	To keep playing!!	Idk	No decision	Doesn't know
What was your strategy for winning?	Starting trying to wait to avoid obstacles	Go slow, pause before lasers	Slow and steady	Dodge things	Doing his best	Stay in the middle	Don't stay in middle	Keep on trying! I'll get used to it	Not dying	I didn't have one

Did you find any loopholes in the system?	No	Nope	Nope	No	No	No	Not that she knows of	Not really	Not that she would b	None
How would you describe the conflict?	Mouse vs lasers	Mouse is trapped, try to get to safety	Rat trying to run from lasers	Escape from space	Surviving	None	Bugs are invading spaceship, rat trying to run	No idea what that means	Very gripping	What conflict?
Was the game's premise appealing?	Sure	Yeah, played games like this before	Not really	No	No	Nope	YES reminds her of floppy bird	Yeah	Yeah	What premise?
Did the story enhance or detract from the game?	What story?	No story	No story	No story	Didn't see a story	No story	Enhance	There was supposed to be a story?	Don't remember muc	What story?
As you played, did the story evolve with the game?	What story?	No story	What story?	No story	No story	No story	No	No story	No story	I didn't see a story
Is this game appropriate for the target audience?	Who is the target audience?	Appropriate for everybody, so yes	Sure	For kids maybe	What's the target audience?	Sure	YEAH	Yup	Correct	For kids maybe
Did you feel a sense of dramatic climax as the game progressed?	No	Nope	Nope	No	No	No	Kinda when she got into the red background	Kinda, when more monsters appeared	Yes	Only at my last life
Were the procedures and rules easy to understand?	Yeah	Yes	Yeah	Yes	No	Yeah	Yeah once she got the hang of it	Yeah	Yes	Sure
How did the controls feel? Did they make sense?	Yeah	Clunky	Made sense	Yes	Made sense	Made sense, annoying still	Uh-huh after she got the hang of it	Yes after she figured it ouut	Uh-huh	I don't game so idk
Could you find the information you needed on the interface?	No	Nope	No	No need	No	No need	Noope	No	No	No
Was there anything about the interface you would change?	Self-explanatory	Nope	No	No	Yes, instructions	No	Nope	No	No	No
Did anything feel clunky, awkward, or confusing?	No	Controls	Moving was hard	Movement was a bit weird, but fine	It's fine	Moving	No	No	Nope	Moving
Are there any controls or interface features you would like to see?	No	Nope	Nope	Speed boost	Instructions	Nope	Spacebar attack button!	Spacebar to jump, arrow keys not as fun	No	No
Overall, how would you describe game's appeal?	Mindless phone game	Skill game, need dexterity, fun to challenge yourself	Cutesy	Interesting enough until you get to end	Very low	Would never buy it, but it's fine	What do you mean?	Something to play on her free time	It's cute	It's kinda cute
Would you purchase this game?	No	No	No	Lol no	No *laughs*	No	Yes if it was \$1	No	No	No
What was missing from the game?	Story	Pause menu (does exist, but didn't know it)	Music, story	Challenge	Fun	Music	Scoreboard Levels Different types of monsters Different characters Play with other people, race	More challenged, missions, collectibles	Background music	A story
If you could change one thing, what would it be?	Add intro story	Small piece of cheese to collect	Collectibles	Add more interactive things	The game itself	Nothing	Boring background, no replay value	The key-bindings, less delay when pressing a key	Make the rat cuter	Nothing
Who do you think is the target audience?	Kids	Everybody	Children	Nobody	4-year olds that are really good at games	The teacher	A bored person	Kids, people waiting in DMV, bored people, to kill time, like temple run	Young, people with n	Anybody
If you were to give as gift, who?	Young children	Nobody	Children	Nobody	Nobody	Nobody	Brother	Cousin (10 years old)	Young cousins	You (Me)

What would you add?	Story, collectible health	Music	Music, collectibles	Music, collectibles, more enemies, better background	Collectibles, boost thinngs, instructions	Items			Music	Better graphics, items to collect
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