Tabulation

Question 1 – rating of overall graphic and environment feel

Analysis :

Question 2 – rating of overall ai feel

Analysis :

Question 3 – rating of overall control feel

Analysis :

Question 4 – rating of game pacing feel

Analysis :

Question 5 – rating of overall music feel

Analysis :

Question 6 – How much would player pay for our game

Analysis

Question 7 – How often you feel lost or helpless in one level

Analysis

Question 8 – Rate of the duration of gameplay

Analysis

Question 9:

* Need more hint
* Camera too fast, it is unity problem
* Guide to next checkpoint
* Quicksave feature
* Grapple uses mouse scroll to extend /shorten
* Grapphle use LMB
* More range for the grappling hook
* More instruction
* Movements speed should be slower

Question 10:

* Grapphle
* Character movement speed
* Improve on dialog
* Safe looking landing space but end up being fatal
* Need more UI

Bonus question – Would you like to see the game go live